$3.95
$4.95 CANADA
Vol. 1, No. 2
Display Until
January 3, 1989
01164

the Game Player's Guide™ to MS-DOS® COMPUTER GAMES

A SIGNAL RESEARCH Publication

100 PC GAMES Revealed

- 100 of the hottest games around for IBM® PC, TANDY®, and compatible computers, complete with game descriptions
- Includes hundreds of hints and tips plus full color screen photographs
- Dozens of hit games: arcade action, strategy, adventure, simulation and much, much more

02
0 71486 01164 4

"… a remarkable piece of simulation software."

(PC Week, December 1987)

GUNSHIP™

GUNSHIP simulates the U.S. Army's AH-64A Apache attack helicopter — a devastating, high-speed, tree-skimming, armored warrior. It's the most sophisticated chopper on today's electronic battlefront.

And MicroProse makes it real!

But don't just take our word for it. Ask around — it won't be hard to find one of our 300,000 enthusiastic GUNSHIP pilots. Do some research — GUNSHIP is receiving rave reviews in the computer press. Here's a head start!

"… magnificent and entertaining game …"

(Computer Shopper, March 1988)

"… setting new standards for all the helicopter simulations …"

(COMPUTE!'S PC Magazine, May 1988)

"… Gunship is a pulse-pounding experience …"

(Family Computing, June 1987)

For IBM-PC/XT/AT/PS2/TANDY/compatibles, C-64 and Atari ST. PC version supports EGA, CGA and Hercules graphics.

Can't find GUNSHIP? Call (301) 771-1151, weekdays 8am to 5pm EST and order by MC/VISA; or mail check/money order for $54.95 for IBM-PC/Tandy (specify disk size) and Atari ST versions, $39.95 for C-64 version. U.S. funds only, MD residents add 5% sales tax. Free shipping in U.S.; $5.00 international. Allow 1-3 weeks for U.S. delivery.

MICRO PROSE™

SIMULATION ★ SOFTWARE

180 Lakefront Drive, Hunt Valley, MD 21030 (301) 771-1151

NEW HOPE FOR BATTERED STORY GAMERS.

"THERE'S A LOT I LIKE about computer adventures, but it sure isn't fun getting killed all the time. That's why *Maniac Mansion* is so refreshing — I can play from start to finish without dying once!"

That's more than great fan mail. It's a very astute observation. Because while most story games treat you like the meat in the dog food factory, Lucasfilm story games treat you like a human being who just wants some good clean fun.

The fun starts with an engaging plot, hot graphics and tasty puzzles. But what keeps it going is a unique design that lets you play the game instead of fighting the computer.

THE NO-TYPING INTERFACE.

Today's story games evolved from text adventures. The interface, in most cases, remained in the swamp.

In *Maniac Mansion*,® a movie-style "cut-scene" quickly establishes the characters' personalities.

Just three "clicks," and you'll send *Zak McKracken*™ over to the pawn shop counter to buy a pair of nose glasses.

With conventional story games, whenever you want your character to do something, you type. And type. And type.

Suppose you want to pick up a green leafy object. Well, you might try typing, "pick up plant." If that doesn't work, you might try "bush," "shrub," "tree," and so on. After a while, you might try a different form of entertainment.

Not with Lucasfilm's new "point 'n' click" interface, though. All the words you need are right on the screen. Just click the cursor on them to choose characters, objects, and actions.

Now you can play an entire fifty hour game without typing a single word. Or putting your life on hold until you realize the green leafy thing is a…plastic fern.

MORE STORY. LESS GORY.

Most story game designers seem to think people love to get clobbered.

We don't. After all, how much fun can it be to have a fatal accident every three and a half minutes… then reload your saved game, take a few timid steps forward, and save it again. Seems more like paranoia than entertainment.

That's why Lucasfilm story games make it downright difficult to die. Oh, you'll get into major hot water all right, but you'll have the fun of getting out of it, too.

LET'S GET CRAZY TOGETHER.

Just pick up a copy of *Maniac Mansion*,® the comedy thriller about a kidnapped cheerleader, a very mad scientist, and a hilariously creepy rescue mission.

Or *Zak McKracken And The Alien Mindbenders*,™ where you and a seedy tabloid journalist save the world from space aliens who want us all to have the IQs of turnips.

You'll love the twisty plots and the goofy characters. You'll crack up constantly with the zany one-liners and sight gags. And you'll go just a little crazy with the mind-bending puzzles.

Crazy, but nicely crazy.

LUCASFILM GAMES™

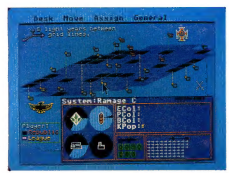
Maniac Mansion is available for IBM/ Tandy, Commodore 64/128 and Apple IIe/ IIc personal computers. *Zak McKracken and the Alien Mindbenders* is available for IBM/ Tandy and Commodore 64/128 personal computers. Maniac Mansion and Zak McKracken are trademarks of Lucasfilm Ltd. IBM is a registered trademark of International Business Machines, Inc. Tandy is a registered trademark of Tandy Corp. Commodore 64 and 128 are trademarks of Commodore Electronics, Ltd. Apple IIe is a registered trademark of Apple Computer, Inc. IBM screens shown. ®, ™, ✱ ©1988 Lucasfilm Ltd. All rights reserved.

CONTENTS

THE MS-DOS GAME
EXPLOSION 4

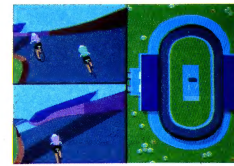
CHOOSING THE RIGHT
JOYSTICK 12

THE GAMES
Ace 2 18
The Ancient Art
of War at Sea 20
Balance of Power 22
The Bard's Tale 24
Beyond Zork 26
Breach 28
Bridge 5.0 30
Bubble Ghost 32
Chessmaster 2000 34
Chuck Yeager's
Advanced Flight Trainer 36
Contra 37
Corporate Raider:
The Pirate of Wall Street 38
Dark Castle 39
Deep Space:
Operation Copernicus 40
Defender of the Crown 41
Dolphin Sailing Simulator 42
Earl Weaver Baseball 43
Empire:
Wargame of the Century 44
Falcon-AT 45
F-19 Stealth Fighter 46
4x4 Off-Road Racing 47
The Games—
Summer Edition 48
Ghosts 'N' Goblins 49
Gunship 50
Hardball 51
Harpoon 52
The Hunt for
Red October 53
Ikari Warriors 54
Impossible Mission II 55
Infocomics 56
Jeopardy! 57
Jet 58
John Elway's
Quarterback 59
Jordan Vs. Bird:
One On One 60
Karateka 61
Karnov 62
King's Quest IV:
The Perils of Rosella 63
L.A. Crackdown 64
The Last Ninja 65
Lords of Conquest 66
Maniac Mansion 67
Master Ninja: Shadow
Warrior of Death 68
Mean 18 69
Metropolis 70
Microsoft Flight Simulator 71
Might and Magic 72
Modem Wars 73
Nobunaga's Ambition 74
Nord and Bert Couldn't
Make Head or Tail of It 75
Paperboy 76
Paul Whitehead
Teaches Chess 77



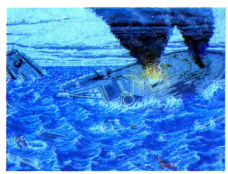
CONTENTS

Pete Rose Pennant Fever ... 78
Phantasie III: The Wrath of Nikademus ... 79
Pharaoh's Revenge ... 80
PHM Pegasus ... 81
Pirates! ... 82
President Elect: 1988 Edition ... 83
The President Is Missing ... 84
Project Space Station ... 85
PT-109 ... 86
Rampage ... 87
Rocket Ranger ... 88
Rockford ... 89
Romance of the Three Kingdoms ... 90
Rush 'N' Attack ... 91
Sargon III ... 92
Sentinel World I Future Magic ... 93
Serve and Volley ... 94
Seven Spirits of Ra ... 95
Shadowgate ... 96
Shanghai ... 97
Sky Fox II: The Cygnus Conflict ... 98
Space M*A*X ... 99
Space Quest III: The Pirates of Pestulon ... 100
Starfleet I: The War Begins ... 101
Starflight ... 102
Star Trek: First Contact ... 103
Star Trek: The Rebel Universe ... 104
Stellar Crusade ... 105
Street Sports Soccer ... 106
Super Huey II ... 107
Super Sunday ... 108
Test Drive ... 109
Tetris ... 110
The Three Stooges ... 111
Twilight's Ransom ... 112
Ultima V: Warriors of Destiny ... 113
UMS: Universal Military Simulator ... 114
Universe II ... 115
Up Periscope! ... 116



Wargame Construction Set ... 117
Wheel Of Fortune: New Second Edition ... 118
Where in Europe Is Carmen Sandiego? ... 119
Willow ... 120
Wizardry IV: The Return of Werdna ... 121
Wizardry V: Heart of the Maelstrom ... 122
World Class Leaderboard ... 123
World Games ... 124
World Tour Golf ... 125
Zak McKracken and the Alien Mindbenders ... 126

DIRECTORY ... 127



The *Game Player's Guide*

Robert C. Lock, Editor-In-Chief
Amy L. Pruette, Senior Art & Design Editor

Richard T. Mansfield, Editorial Director
R. Selby Bateman, *Guide* Editor
Tom R. Halfhill, Senior Editor
Leslie Mizell, Assistant Editor

Lee Noel, Director of Graphic Imaging
Irma Swain, Production Director
Donna R. Royals, Artist

James A. Casella, Publisher
Tom Valentino,
Director, Finance & Planning
Andrew Eisenberg,
Vice President, Advertising Sales
Erik Schonher, Circulation Manager
Debi Nash, Customer Service Manager

The *Game Player's Guide* (ISSN-0899-9643) is published quarterly by Signal Research, Inc., P.O. Box 29364, Greensboro, NC 27429 USA. Newsstand distribution is handled by the Curtis Circulation Company.

Signal Research, Inc. publishes the *Signal Research Report PC* (tm), the *Signal Research Report MAC* (tm), and the quarterly series, *Game Player's Guide* (tm). Corporate, editorial, and production offices are located in Greensboro, North Carolina (919) 299-9902; FAX (919) 854-0963. Advertising sales and circulation offices are located in Ridgewood, New Jersey (201) 670-7443; FAX (201) 670-1385. Dealer orders and inquiries should be directed to Customer Service at (919) 299-9902.

The Editors welcome company product information for Nintendo and MS-DOS computer games. Such materials should be addressed to: Editor, The Game Player's Guide, P.O. Box 29364, Greensboro, NC 27429 USA. Overnight delivery parcels should be addressed to 206-F South Westgate Drive, Greensboro, NC 27407. Editorial telephone and FAX numbers are noted above. Unsolicited manuscripts cannot be returned or acknowledged.

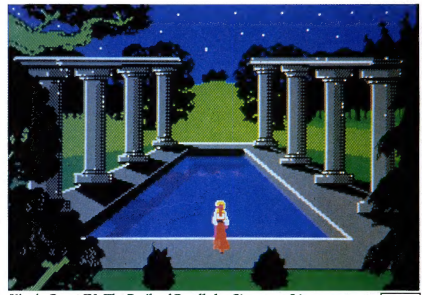
A quarterly publication of Signal Research, Inc. Robert C. Lock, Chairman & CEO; James A. Casella, President; Richard T. Mansfield, Executive Vice President; R. Selby Bateman, Group Vice President; Amy L. Pruette, Assistant To The Chairman.

Entire contents copyright 1988, Signal Research, Inc. All rights reserved; reproduction in whole or in part without permission is prohibited. The *Signal Research Report* and the *Game Player's Guide* are tradenames of Signal Research, Inc. Products named in these pages are tradenames, or trademarks, of their respective companies. IBM, Tandy, and MS-DOS are registered trademarks, respectively, of International Business Machines Corporation, Tandy Corporation, and Microsoft Corporation. Other than as a provider of quality editorial material to this market, Signal Research, Inc., an independent publishing company, is not affiliated with any of the companies or products covered in *The Game Player's Guide To MS-DOS Computer Games.*

THE MS-DOS GAMES EXPLOSION

PC game players, start your engines!

There's a rapidly expanding universe of PC-compatible computer games for you to explore. Whether your tastes run to fantasy role-playing games, flight and combat simulations, sports or historical strategy games, computer versions of existing board and card games, or arcade-style action games, you will find a rich selection from which to choose.



King's Quest IV: The Perils of Rosella by Sierra-on-Line

Over the past two years, virtually every company producing entertainment software has started supplying the PC with new games. As a result, not only are the sheer numbers of games for PCs and compatibles staggering, but the overall quality has now reached what can only be called *excellence*. Companies which had previously concentrated their game-making expertise on other machines have more recently begun emphasizing the MS-DOS environment. In fact, for many of the leading computer game companies, the PC-compatible market is now the initial and primary goal.

This is exciting. But it can also be confusing for PC owners. Which games do you choose to buy from this sudden title-wave? How can you pick the good

Continued on page 6

HEY KIDS!

Express Order has the hottest PC programs! So quick—check the games you want and give this list to your folks. *Tell 'em* how good you've been . . . tell 'em about the low, low prices . . . *tell 'em* that their order will be shipped fast . . . *tell 'em* we pay the freight . . . *and tell 'em* to call now to beat the rush!

EXPRESS ORDER'S CHRISTMAS TOP TEN LIST!

HEY! RIP THIS OUT! Give this list to your Santa today!

1. KING'S QUEST IV: THE PERILS OF ROSELLA™

☐ Check Here

Embark upon a perilous journey in the most elaborate graphic adventure ever! #25-1231

44.95 Mfr. Sugg. Retail 49.95

2. MICROSOFT'S FLIGHT SIMULATOR 3.0™

☐ Check Here

Still the best—and now even better! New Lear Jet and Crop Duster modes. #25-1215

44.95 Mfr. Sugg. Retail 49.95

3. OFFICIAL TV GAME SHOW™

☐ Check Here

All the excitement of Wheel of Fortune (I and II) and Jeopardy! TV game shows! #25-1239

29.95 Mfr. Sugg. Retail 34.95

4. POLICE QUEST: PURSUIT OF THE DEATH ANGEL™

☐ Check Here

A dramatic, real-life police adventure—straight from today's headlines! #25-1229

39.95 Mfr. Sugg. Retail 49.95

Real-life police situations—parental guidance is advised.

5. SPACE QUEST II: VOHAUL'S REVENGE™

☐ Check Here

Face the deadliest—and funniest—force the universe has ever known! #25-1220

39.95 Mfr. Sugg. Retail 49.95

6. TEST DRIVE™

☐ Check Here

Experience the power and performance of the world's most exotic cars! #25-1277

34.95 Mfr. Sugg. Retail 39.95

7. FALCON™ COMBAT SIMULATOR

☐ Check Here

Climb into the F-16A for a gripping, incredibly realistic combat simulation. #25-1276

39.95 Mfr. Sugg. Retail 49.95

8. JORDAN VS. BIRD: ONE ON ONE™

☐ Check Here

The player of the decade meets the "air" apparent . . . may the best slam win! #25-1273

39.95

9. GUNSHIP™ ATTACK HELICOPTER

☐ Check Here

Fly low and deadly in the advanced AH 64 Apache Gunship helicopter. #25-1219

44.95 Mfr. Sugg. Retail 49.95

10. FUTURE MAGIC: SENTINEL WORLDS I™

☐ Check Here

Go beyond space exploration into the depths of an exciting sci-fi mystery! #25-1235

44.95 Mfr. Sugg. Retail 49.95

MOM! DAD! CALL NOW 1-800-321-3133

. . . and say hello to a new way to buy software—games, business, educational—we've got it all! Express Order is fast, convenient, and our prices are often up to 30% less than the manufacturer's suggested retail price. We accept major credit cards—call us anytime from 8 am to 10 pm (CST). Ask for a free catalog! (Remember, you must be 21 years old to call).

EXPRESS ORDER™

A DIVISION OF TANDY CORPORATION

King's Quest IV, Police Quest, Space Quest II/TM Sierra On-Line, Inc. Test Drive/TM Accolade. Official TV Game Show/TM Shure Data, Inc. Falcon/TM Sphere, Inc. Gunship/TM MicroProse Software, Inc. Future Magic: The Sentinel Worlds/TM Electronic Arts. Microsoft/Reg. TM Microsoft Corp. Flight Simulator/TM SubLOGIC Corp.

THE MS-DOS GAMES EXPLOSION

from the so-so, or the downright *bad*? How can you get an overview of the best of the lot? How do you keep up with the many new releases flooding the market?

Let The Guides Begin

Our goal with *The Game Player's Guide To MS-DOS Computer Games* is to give PC users their own annotated travel guide to 100 sure-fire winners. Some of the games presented here are new, some are already popular and critical successes, and some are just now being released by software companies. But they are all — first, last, and foremost — good games.

For each program listed here, we include an overview of game play, often with information on the context or history of the software; two color photos of the game screens, with descriptive notes; hints about how the game works; and a brief list of computer requirements you need to run the game.

The 100 computer games we've chosen for this premiere issue are by no means the only "hot" PC-compatible entertainment products. There are plenty more where these came from, but these 100 illustrate the caliber of the best games being offered today for PCs. In future issues of *The Game Player's Guide To MS-DOS Computer Games*, we will introduce you to more new, outstanding, classic, and emerging games for your computer. This first guide also offers

THE MS-DOS GAMES EXPLOSION

new, and even experienced, PC game players an introduction to the companies that are creating and marketing the best in entertainment products. Most of these companies produce many more good games than are listed here. Also (happily for dedicated game players) new companies are joining the list all the time. If you find one or two software packages you like from a particular company, chances are good that there may be others from them you'll enjoy as well.

Brave New Worlds

Even for experienced PC owners — those who have had systems for years — this massive influx of entertainment software is hard to believe. Early in the life of the IBM PC, there were very few games at all. The machine wasn't engineered or marketed as a vehicle for games. Spreadsheets, databases, and word processors for business didn't require the kind of sound and color graphics needed by many computer games. But one of the first true entertainment programs for PC owners, *Microsoft Flight Simulator*, soared to the top of the best-seller lists and has stayed at or near the top ever since. (You'll find its latest incarnation covered in this issue.) Other companies began to follow suit.

Within the past two years, as low-priced PC compatibles from many companies began

Put yourself in their shoes. Be Michael "The Slammer" Jordan or Larry "The Shooter" Bird. You decide who wins. Is it today's most exciting player, MVP Michael Jordan, or the Player of the Decade, Larry Bird?

Jordan and Bird: Software Designers Michael wanted quickness, speed and air. Larry's fadeaway and sweetspots were critical. Power Jams for Michael, Larry's 3 point bombs. They got all they wanted plus jab steps, pump fakes, shot blocks, steals, 360° dunks and more.

One On One is Three. Jordan vs. Bird vs. You in three ultimate matchups—One On One, the Slam Dunk Competition and the 3 Point Shootout.

Designed by Garth Hitchens, Mark Madland, Michael Jordan and Larry Bird.

For IBM/Tandy, Commodore 64 and 128 computers. Visit your retailer or call **800-245-4525** from US or Canada. 8am to 5pm Pacific Standard Time. IBM is a registered trademark of International Business Machines. Tandy is a registered trademark of Tandy Corporation, and Commodore 64 and 128 is a registered trademark of Commodore Electronics Limited.

ELECTRONIC ARTS®

TM

The Classic Confrontation: One On One. The crowd goes crazy as the Michael and Larry unload all their patented moves.

Arial Warfare: The Air Jordan Slam Dunk Contest. Up to 4 players challenge each other or Michael himself in a battle of Power Jams. Designed by Jordan.

Long Range Bombing: 3 Point Shootout. 25 shots in 60 seconds from 23' out. Don't blow the money ball. Larry's signature event.

THE MS-DOS GAMES EXPLOSION

selling in huge quantities, entertainment software developers took note. Not only were they eager to go after this massive market, but also their programmers and game designers had figured out ways to push the PC to the max. And finally, increases in available memory meant that far more could be done with games in the PC than during the early days of 16K or 64K computers.

Much has been written about the ability of computers to simulate other environments, other worlds. This is supremely true when it comes to games. Despite the relative youth of personal computers, entertainment software is today offering us interactive worlds that would have been inconceivable to most people a decade ago.

Look at the complex world-view inherent in Chris Crawford's excellent *Balance Of Power*, a simulation of superpower politics. Immerse yourself in rich worlds of fantasy such as those offered in *The Bard's Tale*, *Ultima V: Warriors Of Destiny*, the *Wizardry* series, the *King's Quest* series, *Phantasie III: The Wrath Of Nikademus*, and other superb role-playing games.

Try sports simulations such as *World Class Leaderboard*, *Mean 18*, *Jordan Vs. Bird: One On One*, *World Tour Golf*, *John Elway's Quarterback*, *Pete Rose Pennant Fever*, and others that deliver strategy, game savvy, and realism. Whether you're playing for all the dough on *Jeopardy*; learning the subtleties of No Trump bidding in *Bridge 5.0*; castling in *Sargon*, *Paul Whitehead*, or *Chessmaster 2000*; or trying your hand at any of the other 100 games listed here, remember that virtually none of this existed a scant ten years ago — and the IBM PC itself wasn't sold until 1981.

Jordan vs. Bird: One on One by Electronic Arts

PC games today offer a remarkable range of experiences: Suddenly having the lights go out in *Dark Castle*...setting off on a new adventure in the graphically stunning *King's Quest* series...stumbling into a darkened room full of lethal robots in *Impossible Mission II*...hitting tee to green in *Championship Golf*...completing your first Immelmann maneuver in *Chuck Yeager's Advanced Flight Trainer*...consolidating your power in *Nobunaga's Ambition*...catching the inside corner with your curve ball in *Hardball*...mastering the controls in *F-19 Stealth Fighter*, and much, much more.

For PC game players, this is a Golden Age of entertainment software. But given the pace of improvements, this particular Golden Age is not likely to disappear anytime in the forseeable

Continued on page 10

The Monster Arcade Hit Comes Home!

Go ahead
Go on a RAMPAGE!

Now available for Tandy 1000, IBM PC and 100% Compatibles,* Apple II Series, and Commodore 64/128. See your retailer or call 800-227-6900, to order direct.

*includes both 5¼ and 3½ inch disks

ACTIVISION.

TM and © Bally Midway Mfg. Co. All rights reserved. Used under authorization. Tandy ® screens shown. Screens may vary depending on computer system. Tandy is a trademark of Tandy Corporation. Covered by limited warranty.

THE MS-DOS GAMES EXPLOSION

future. On the contrary, when it comes to PC gaming, what's past is truly prologue.

Are You Compatible?

A few words of caution are in order for PC game players, especially those new to PCs. There is such a great variety of PC-compatible hardware combinations in homes, schools, and businesses that you are sure to run into some games that are not compatible with your setup.

Software companies are working hard to make their PC software as universally compatible as possible. But it's not an easy task. Someone with an AT-compatible PC with a 3.5-inch floppy drive, a hard disk, and a high-resolution monochrome monitor has different software needs than an XT-compatible owner with a 5.25-inch floppy drive and a CGA (color graphics adapter) card and color monitor. The possible hardware combinations for PC compatibles are too numerous to list.

To make things as compatible as possible — or at least to give consumers fair warning — most companies are now listing a considerable amount of hardware information on each box. They are also trying to pack onto the disk a wealth of user options that take into account whether a purchaser has a color or monochrome graphics card and monitor; different floppy and hard drive configurations; joysticks and other non-keyboard input devices; varying memory sizes; and other hardware differences. We have tried to indicate the basics about hardware needs as supplied by manufacturers. Nonetheless, you may have to check on some packages before buying. Many software companies have consumer help lines you can reach, and those who work in software stores can usually help you find out too.

F-19 Stealth Fighter by MicroProse

Before new PC owners begin buying game software, they should make sure they know how much memory their systems have (256K, 512K, 640K, other); what graphics cards they have (Hercules monochrome, CGA, EGA, VGA, Tandy 16-color, other); what kind of display monitor (black and white, RGB color, color TV, or composite); whether they have a game port for joysticks; and what size disk drives they own (5.25-inch, 3.5-inch, or hard drive). You will generally find that most game software is configured to run on the widest variety of computers possible.

FASTER. HARDER. BETTER.

"I only play one way—all out. That's because *real baseball* is tough, gutsy and aggressive. And you don't win ball games unless you're willing to play *faster, harder* and *better* than everyone else."

PETE ROSE
Baseball's All-Time Leading Hitter

Faster than Earl Weaver Baseball™. *Harder* than Hardball!™. Here's your game—Pete Rose Pennant Fever. Now you can play *every* position and catch *all* the action from eight different field-level views!

Hear the crack of the bat, the roar of the crowd, all the umpire calls. Digitized voice and sound plus the hottest graphics bring you baseball that's *better* than all the rest. Because Charlie Hustle won't accept anything less.

Take complete charge of all pitching and hitting with pop-up option windows.

Judge the fly, scoop hot grounders, chase down drives at the wall.

It's spikes first when you gotta have the bag—tell 'em Charlie sent ya.

YOU'RE ON THE FIELD
Pick your heat from 23 pitches. Gauge your throw and gun down the runner. Steal second in a cloud of dust. Five different batting options give you all the power of Pete.

YOU'RE IN THE DUGOUT
Set a blistering batting order and pitching rotation. Bring in relievers, pinch-hitters and pinch-runners. Call for the steal or hit-and-run.

YOU'RE IN THE FRONT OFFICE
As GM, you've got 10 seasons to build a dynasty. Draft red-hot rookies and buy expensive free agents. One or two player action give you all the realism of the championship chase.

For IBM,® Tandy® and 100% Compatibles. 512K RAM and Graphics Adapter Required. Not Copy Protected.

HOW TO ORDER: Visit your retailer or call 800-227-6900 for Visa/MasterCard orders. Direct price is $39.95 for the IBM/Tandy version and $34.95 for the Commodore 64/128 version. A shipping and handling charge of $4.50 applies to all direct orders. Sales tax will be added to orders in California and Texas.

PETE ROSE PENNANT FEVER. BASEBALL AT ITS BEST.

GAMESTAR

Tandy screens shown. Screens may vary depending on computer system. Gamestar and Pete Rose Pennant Fever are trademarks of Gamestar.
Earl Weaver Baseball, Hardball!, IBM, and Tandy are trademarks of Electronic Arts, Accolade, Inc., International Business Machines Corp., and Tandy Corp., respectively.

CHOOSING THE RIGHT JOYSTICK

Until now, joysticks and IBM PC-compatible computers lived in different worlds. The few games that did exist in the MS-DOS universe were generally keyboard-based. And business people felt that joysticks were for those *other* computers that were really game machines. No longer.

With hundreds of games being released for PCs and compatibles, a rapidly growing segment of entertainment software either requires that you use (or strongly benefits from) a joystick. You move through arcade-style action games faster and more fluidly with a joystick. You can make selections from game menus faster with a joystick than with cursor keys.

Kraft's Premium III has a fire button on the control, one on the top of the case, and one on the side of the case.

And, for many people, a joystick lets you sit back and study the game rather than the keyboard. While not all MS-DOS computers come with joysticks and game ports, an increasing number do. Companies such as Tandy realize that game ports add significant value to a computer for thousands of people who use

The Computer Command by Wico is a three-button joystick.

their machines for business *and* pleasure.

To many people, a joystick is a joystick is a joystick. But real game players know that the right joystick in the right game can mean the difference between extended play and GAME OVER. Standard joysticks for MS-DOS machines generally have weighted bases for tabletop play. They have two fire buttons for left- or right-handed players and a fire button on the control handle. Most also have "x" and "y" axis adjustments with which to calibrate the stick with the screen cursor.

Popular models include the Beeshu's Omega, the Computer Command by Wico, the KC 3 by Kraft Systems, Suncom's Tac 1+, and the Mach I Plus and Mach III by CH Products.

A smaller number of two-button joysticks are also made, including the Mach I and II by

Continued on page 16

"Finally, The Right Stuff"

–NY Times *(Aug. 25, 1987)*

Strap yourself into **Chuck Yeager's Advanced Flight Trainer.™** The only flight simulation co-designed by the greatest test pilot ever. And with action so fast, even experienced pilots 'auger in.' The right stuff is right here.

Test the limits of 14 different aircraft using Yeager's own evaluation checklist. From the classic WWI Sopwith Camel to the mach-speed SR-71 Blackbird. Push the experimental XPG-12 to the edge of space.

Fly formation on Yeager's wing through Dead Man's Slalom. Catch the breathtaking fear of a Hammerhead stall, the adrenaline rush of an aileron roll, the thrill of your first Cuban 8.

Race computer opponents through white-knuckle courses. Bolt past obstacles and run narrow gates. Skim the ground at top speed, wing-to-wing with your rival. View the action from a chase plane or the tower.

Seat-of-the-pants flying in the only simulation with over forty years of experience. Yeager insisted on actual aircraft specs and his own flight evaluation charts. Climb into the cockpit and see if you've got the 'right stuff.'

Available for IBM/TANDY compatibles, C64 and APPLE II. Visit your retailer or call 800-245-4525 for direct VISA/MasterCard orders (in CA 800-562-1112). Direct order prices: $39.95 IBM, Apple II; $34.95 C64. Send U.S. check or money order to EA, P.O. Box 7530, San Mateo, CA 94403. Add $3 shipping/handling. Allow 3 weeks delivery. 14 day money back guarantee on direct orders. IBM, Apple and C64 are registered trademarks of International Business Machines, Inc., Apple Computer, Inc. and Commodore Electronics Limited, respectively. Software © 1987 Nexi Lerner.

ELECTRONIC ARTS®

PHOTO COURTESY NORTHROP AVIATION/ALLEN QUINN.
Headline quote © 1987 by The New York Times Company.
Reprinted by permission.

KONAMI HITS ARE HEADING HOME.

With our new software, your favorite arcade games come alive on your home computer.

If you own an IBM, Amiga or Commodore computer—Watch out! Because 4 of Konami's most awesome adventures are about to invade.

You'll confront the missions you've dreamed of in Rush 'N Attack, Contra, Jackal and Boot Camp. And you'll find yourself face to face against unequaled challenges, with incredible graphics, awesome music, and sound effects that'll blow you away.

So check out Konami's newest action wherever great software is sold. And be prepared for war.

KONAMI®

Konami® is a registered trademark of Konami Industry Co. Ltd. Rush 'N Attack,™ Contra,™ Jackal™ and Boot Camp™ are trademarks of Konami Inc. 1.8 M™ is
[illegible] International Business Machines Inc. Amiga® and Commodore® are registered trademarks of Commodore Business Machines Inc. Screens shown were photographed on an [illegible]

YOU'LL FIND KONAMI GAMES IN THESE STRATEGIC LOCATIONS.

BABBAGES

CHILD WORLD AND CHILDREN'S PALACE

ELECTRONICS BOUTIQUE

FEDCO STORES

LIONEL KIDDIE CITY, LIONEL PLAYWORLD AND LIONEL TOY WAREHOUSE

TOYS "R" US

WAREHOUSE ENTERTAINMENT

ZAYRE

(Boston and Washington D.C. Area Stores Only.)

Attention Dealers:
For further information on Konami's line of computer games, call customer service at (312) 595-1443.

KONAMI®

Only Rush 'N Attack and Contra will be available for Amiga in 1988. ©1988, Konami Inc.

ARIZONA
MESA
Compute or Play
1000 Fiesta Mall

CALIFORNIA
BAKERSFIELD
Software Etc.
2701 Ming Ave.
V. Plaza

CHULA VISTA
R & R Software
1048 3rd Ave.
(619) 426-7011

CITY OF INDUSTRY
Software Etc.
Pomona Hwy. at Azusa

FOSTER CITY
Home Computing Center
1125 E. Hillsdale Blvd., #103

SAN DIEGO
Computer Outlet
7940 Silverton Ave.
(619) 740-0113

SUNNYVALE
HT Electronics
346 W. Maude
(408) 737-0900

TORRANCE
The Warehouse
19701 Hamilton Ave.
(213) 538-2314

CONNECTICUT
DARIEN
Walden Software
800 Post Road

NEW BRITAIN
Romek Home Computer
432 W. Main St.

FLORIDA
GAINESVILLE
Florida Bookstore
1614 W. University
(904) 376-5606

LAUDERDALE LAKES
Software City
3700 W. Oakland Park Blvd.
(305) 735-6700

PANAMA CITY
Gulf Coast Computers
674 W. 23rd St.

PLANTATION
Software Supreme
612 Broward Mall
(305) 476-0595

WEST PALM BEACH
Computers 4 Rent
2695 N. Military Trail
(407) 471-1976

ILLINOIS
AURORA
Micro-Tech Solutions
995A Aurora Ave.
(312) 892-3551

CANTON
Bleisman's Inc.
175 S. Main

CHICAGO
Software Plus
6212 N. Western Ave.
(312) 338-6100

DANVILLE
Data Center
108 N. Vermilion

HANOVER PARK
Software Plus West
2001 Irving Park
(312) 837-4900

LOVES PARK
Union Hall Inc.
6321 N. 2nd St.

SPRINGFIELD
Illini Software Center
2036 S. McArthur

WHEELING
Software Plus
731 W. Dundee Rd.
(312) 520-1717

INDIANA
PLAINFIELD
Simply Software
311 Gordon Dr.

KENTUCKY
LEXINGTON
Computer Dimensions
171 W. Lowry Ln.

LOUISIANA
SHREVEPORT
Discount Computer Software
544 E. King's Hwy.

MAINE
BELFAST
Skylight Software
22 Miller St.
(207) 338-1410

CARABOO
Mementos
86 Sweden St.
(207) 498-3711

WESTBROOK
Hands On Computers
861 Main St.
(207) 854-1155

MASSACHUSETTS
PITTSFIELD
Nichols Electronics
274 Wahconah St.
(413) 443-2568

WELLESLY
Memory Location
396 Washington St.
(617) 237-6846

WORCESTER
The Software Shop
84 Pleasant St.
(617) 791-5905

MICHIGAN
CLAWSON
Software Trends
230 S. Main St.

CLIO
The Edge Connector
124 North Mill
(313) 686-1070

FLINT
I/O Software
G-3306A Corunna Rd.

GARDEN CITY
Soft-House Computer Center
32647 Ford Rd.
(313) 522-3015

TRAVERSE CITY
The Software Shop
710 Centre St.

MISSOURI
CAPE GIRARDEAU
Midwest Computers
203 West Park Mall
(314) 339-0022

NEW JERSEY
BRIDGEWATER
Software Etc.
400 Commons Way

WAYNE
Software Etc.
Willowbrook Mall

NEW MEXICO
ALBUQUERQUE
Page One
11200 Montgomery N.E.
(505) 294-2026

NEW YORK
ALBANY
Computer Cellar
911 Central Ave.
(518) 482-1462

BAY SHORE
Software Etc.
1701 Sunrise Hwy.

CHEEKTOWAGA
Papa's Computerware
2789 Union St.
(716) 684-7272

FLUSHING
Software Etc.
39-01 Main St.

HIGHLAND FALLS
Software Affair
188 Main St.
(914) 446-4121

HOLBROOK
Great Escapes
5801 Sunrise Hwy.

KENMORE
Software Supermarket
3670 Delaware Ave.
(716) 873-5321

LATHAM
Contemporary Computers
893 Loudan Rd.
(518) 783-1088

NEW YORK CITY
J&R Music World
23 Park Row
(212) 732-8600

Leigh's Computer
1475 Third Ave.
(212) 879-6257

RIDGEWOOD
Quo Vadis
70-20 Fresh Pond Rd.

ROCHESTER
Leon's Computer Mart
103 Clinton Ave.
(716) 325-2787

SCOTIA
Select Software
108 Mohawk Ave.
(518) 382-7886

OHIO
DAYTON
Microtyme
4049 Marshall Rd.

FAIRFIELD
Microware Magic
6625 Dixie Hwy.
(513) 874-6560

MEDINA
Rain-Run Computer Products
891 N. Court
(216) 263-4428

PENNSYLVANIA
WEST REDDING
English's Computers
608 Penn Ave.

RHODE ISLAND
WARWICK
Software Connection
101 W. Natick Rd.

WOONSOCKET
Galaxy Computers
332 River St.

TEXAS
BEAUMONT
Software Rental
2855 Eastex Freeway #D

FORT WORTH
Wedgewood Software
5312 Woodway
(817) 292-7353

HOUSTON
Floppy Wizard
271 Memorial
(713) 461-8660

SAN ANTONIO
Computer Experience
5525 Blanco
(512) 340-2901

UTAH
SALT LAKE CITY
Armadillo Brothers
3330 S. State
(801) 484-2791

VIRGINIA
MARTINSBURG
My Software Heaven
Meadowlane Plaza
Box 2
(304) 263-1228

WOODBRIDGE
Virginia Micro Systems
13646 Jefferson Davis Hwy.
(703) 491-6502

WASHINGTON
LONGVIEW
Software Depot
1310 Oceanbeach Hwy.

LYNWOOD
Family Computers
3333 184th St. S.W.
(206) 775-3530

PACOMA
Nibbles & Bytes
4020 S. Steele St. #105

SEATTLE
Omni International Trading Post
3826 Woodland Park Ave. N.
(206) 547-6664

VANCOUVER
Software Support Int.
2700 N.E. Andreison D13

WISCONSIN
JANESVILLE
Romeyn Software
2100 E. Milwaukee

MILWAUKEE
Computer Software Center
10710 W. Oklahoma Ave.

RACINE
Computer Paradise
4901 Washington Ave.

CH Products, and the Premium II from Kraft Systems.

The StarFighter from Suncom is a three-button joystick with a larger, rounded handle. It also has a throw selector which enables the player to choose a short or a long throw in action games by rotating a ring around the joystick.

One of the few hand-contoured joysticks is the 500XJ by Epyx. It features a rounded, "P" shaped base with two fire buttons on the side.

Some of the most popular MS-DOS games are flight simulators, and a whole group of joysticks designed especially for these games has been developed. The FlightStick from CH Products has a contour pistol grip to fit the hand, and a thumbwheel on the base which acts as a throttle control (and as a third axis control for adjusting three-dimensional screens). There is a trigger fire button and another button on top of the joystick handle.

Suncom manufactures three flight simulator joysticks, the Analog series. The Analog Edge has an aircraft-style, finger-fitted grip and three fire buttons. The trigger button on the handle can be custom-configured to adapt to different games. The Analog Plus adds variable automatic fire to its features. The Analog Xtra has all the highlights of the other two joysticks plus a throttle control.

While there are plenty of games that still use the keyboard, joysticks are making their presence known as never before. And it's a sure bet that as computer games become faster and more complex, the joysticks that control them will continue to advance as well.

The 500XJ by Epyx is designed to fit the hand.

With its fitted grip, Suncom's Analog Edge is best suited to flight simulator games.

YOU KNOW ABOUT THE GAMES...

NOW LEARN STRATEGY!

The new *Game Player's Guide To MS-DOS® Computer Games: SPECIAL STRATEGY ISSUE* includes hundreds of insider tips, techniques, and special hints on how to play MS-DOS computer games *TO WIN*!

With this exciting full-color magazine, you'll learn how to:

• IMPROVE YOUR SCORES!

Expert players learn to see the patterns and characteristics of their enemies. The *Game Player's Guide To MS-DOS Computer Games: SPECIAL STRATEGY ISSUE* is filled with crucial information about the strengths and weaknesses, the habits and histories, of all those revenge-crazed ninjas, vicious high priestesses, alien starship captains, deranged truckers, pirate mothers, tyrants, and trolls who have one thing in common: They want to defeat you. Know your enemies and your scores can't help but improve.

• PLAY LONGER AND BETTER!

Dozens of full-color screen shots show you what to watch out for (and what to do if you get into trouble). Action games! Strategy Games! Simulations! The whole world of excitement and challenge can be yours to conquer *when you know the secrets*.

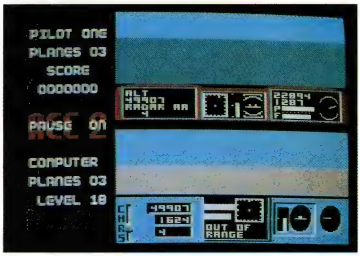
• AMAZE YOUR FRIENDS WITH INSIDE KNOWLEDGE!

Our writers and panel of experts have contacted many of the game makers and designers. They told us which buttons to press to access secret extra lives, hidden transporter beams, new strength or knowledge not mentioned in the manuals! And now you'll know how to freeze your enemies, travel instantly to different levels, and stun your friends with secrets they never imagined *even if they've played the game for years*!

• LEARN NEW GAMES FASTER!

Whether your game is fantasy role-playing, warfare simulation, board games, or arcade action — you can learn it faster if you know the right approaches. With the hints and tips you'll find in the *Game Player's Guide To MS-DOS Computer Games: SPECIAL STRATEGY ISSUE*, you'll master even the most difficult games far more quickly.

Send in the attached card today to order the exciting, informative magazine *Game Player's Guide To MS-DOS Computer Games: SPECIAL STRATEGY ISSUE*, and future issues of this magazine, *THE GAME PLAYER's GUIDE TO MS-DOS GAMES*. Both publications are jam-packed with information every MS-DOS game player wants to know!



1

2

Ace 2

Ace 2 is an air combat action game, a follow up to the original and very popular *Ace* combat software from Cascade Games in England. The emphasis in this game is on action and graphics, with options for either close-range dogfights or a full-scale aerial and ground attack.

You can play *Ace 2* against the computer, flying either a carrier-based plane or a different aircraft that's land-based. There are 20 different skill levels to test your abilities when playing against the computer. But it's even more fun to take on another person, going head-to-head in air combat. There are aerial cannons, air-to-air missiles, heat-seeking air-to-air missiles, radar-guided missiles, and air-to-ground/ship missiles. When fuel and weapons run low, you can fly to your base to reload.

The on-screen map serves as a reference showing the position of both planes, missiles, a spy ship, and a radar station. To the west and east, off the screen, are an aircraft carrier and an air base. As you fly, you have access to monitor your position and to track your enemies. They include a weapons indicator, radar, pitch gauge, power and fuel levels, and compass.

Screens Shown

1 For full-scale conflict, you can arm your plane with cannon fire or any of three types of missiles.

2 With the map view, you can see the positions of both planes for a close-range dogfight.

Product Information

IBM, Tandy, and compatibles; 256K minimum memory; CGA graphics card; joystick or keyboard. Spinnaker Software, $19.95.

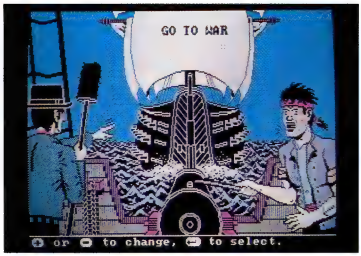
Hints & Tips

- When missiles are fired at you, send out chaff or flares to act as decoys and divert the incoming missiles.
- Bank, pull back, and roll to a different angle when an enemy aircraft has gotten close behind you.
- Surface to air missiles are tricky to avoid when you're attacking a ship or a ground target. It will take practice to become proficient at dodging them.

NOW PLAYING AT A SOFTWARE DEALER NEAR YOU

Available for Amiga, Commodore 64, IBM PC, Apple IIgs, and Atari ST, which are trademarks respectively of Commodore-Amiga, Commodore Electronics, Ltd., International Business Machines, Apple Computer Inc., and Atari Inc.

Cinemaware Corporation, 4165 Thousand Oaks Blvd., Westlake Village, CA 91362



1

2

Screens Shown

1 As commander of a fleet, you control all ships, weapons, and troops in a war.

2 A war map will help you plan a campaign whether you recreate a famous battle or invent your own.

Product Information

IBM, Tandy, Compaq, AT&T, Leading Edge, and compatibles; 256K minimum memory; CGA, EGA, or Hercules monochrome graphics; joystick optional. Broderbund, $44.95.

The Ancient Art Of War At Sea

In this excellent sequel to Broderbund's popular *The Ancient Art Of War*, you battle John Paul Jones and Blackbeard (instead of Genghis Khan and Alexander the Great as in the original game). But the challenge and excitement of developing an effective military strategy remain the same. Study fighting styles, plan your tactics and strategies, and come out victorious.

Your enemy is one of five famous (or infamous) naval commanders. You are the leader of the opposing fleet and must lead an attack to destroy your enemy's ships before he sinks yours. Your ships include frigates, warships, flagships, and merchant ships, each with its own strengths and weaknesses. As commander, you must decide whether to attack; control individual ships; lead boarding parties; or cut and run.

Study the maps to find a repair or supply port. You also have to watch out for shallow water that might ground your flagship, or rough seas that could swamp your small frigates. Study the guide to learn the past strategy and tactics of your opponent, then go to war.

There are eleven campaigns to choose from, including the Spanish Armada, Trafalgar, or Bismarck. A game generator allows you to plan your own strategies and even create your own worlds to conquer.

Hints & Tips

- When getting supplies or making ship repairs at a port, maneuver so that your ship is at a flat shoreline. Check Info to see if you are in port.
- Try for point-blank broadsides. Tempt your enemy into firing long shots, then sweep in before he can reload.
- One of the great things about this program is its game generator. You can create an unlimited number of customized worlds in which to fight.

Out of Sight!

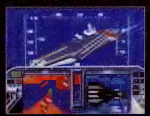
F-19
STEALTH FIGHTER

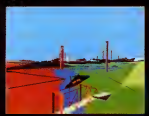
F-19 STEALTH FIGHTER will turn your PC into the hottest new flying machine on today's electronic battlefront. The graphics are that vivid ... the animation that smooth ... and the feeling of flight that convincing. It's out of sight!

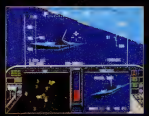
But F-19 is no joy ride. Dramatic game play challenges you with a lifetime of action. Fight your way through hundreds of missions packed into the real-world regions of Libya, the Persian Gulf, the North Cape and Central Europe.

Combat will dazzle you as never before. In heart-stopping dogfights, use TrakCam to lock onto enemy MiGs. Or engage TactiVue for an outside perspective that *always* keeps you and your target in sight.

To be literally out of sight, learn the secrets of stealth flying — maintaining a low electromagnetic profile to evade enemy radar and mastering the tactics that only a stealth pilot dares to try.



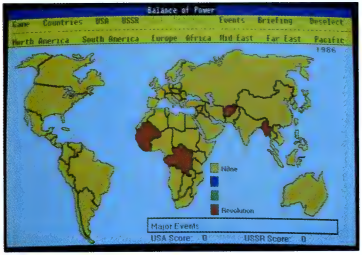




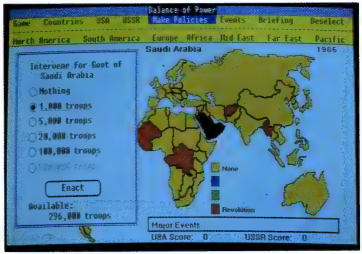
MICRO PROSE™
SIMULATION • SOFTWARE

180 Lakefront Drive, Hunt Valley, MD 21030 (301) 771-1151

For IBM-PC/XT/AT/PS2/TANDY-compatibles. Supports VGA, MCGA, EGA, CGA and Hercules graphics.
Can't find F-19? Call (301) 771-1151, weekdays 8am to 5pm EST, and order by MC/VISA, or mail check/money order for $59.95 for IBM-PC/Tandy (specify disk size). U.S. funds only. MD residents add 5% sales tax. Free shipping in U.S.; $5.00 international. Allow 1-3 weeks for U.S. delivery.



1



2

Balance Of Power

In *Balance Of Power*, veteran game designer Chris Crawford has created a brilliant and very popular superpower strategy program that has been hailed by critics as a tour-de-force. As the leader of the Soviet Union or the USA, you can cause or prevent the outbreak of nuclear war. There are four increasingly difficult levels of play, ranging from Beginner to Nightmare. Play against the computer or another person.

You act and react to world events as various situations arise across the globe. Do you back down in the face of a Soviet threat? If so, will that show weakness which will be rewarded with more Russian aggressiveness in another part of the world? As dozens of countries maneuver in the shadows of the two superpowers, you must discern friend from foe. Each crisis could put your nation—and the world—on the road to nuclear annihilation. Is the USA bluffing you when it demands that you, as the Soviet leader, stop sending money and arms to rebels in one country or another?

The juggling act required by this game is difficult. You have access to plenty of information about countries, events, policies, and other developments. Your diplomatic efforts must be sometimes tough and at other times conciliatory. But choose wisely. If you fail, you plunge the world into nuclear armageddon and the game is really over.

Screens Shown

1 The world map is your game board, with countries shaded to indicate any brewing unrest.

2 The U.S. president has sent a thousand men into Saudia Arabia to support their government.

Product Information

IBM, Tandy, and compatibles; 512K minimum memory; CGA, EGA, or Hercules monochrome graphics; Microsoft runtime system included. Mindscape, $49.95.

Hints & Tips

- There are times when hostility and unreasonable demands must be met with firmness. Prestige usually rises then, but so do the chances of war.
- Keep an eye on what the newspapers are saying. They can reveal subtle indications that provide information about your opponent's resolve.
- International relations range from peace (Defcon 5) to war (Defcon 1). Watch this because your opponent may react differently at each stage.

In a Battle Helmet, No One Can Hear You Scream.

You can hear footsteps running on steel. Shouts in a strange language. Echoes.

Where are they you wonder. What is this Battle Station?

Casey clicks off the safety on her Hyper-Uzi. It thrums to life. Tension.

You flip down your helmet. The world goes suddenly quiet. Your temples scream. The radar in your helmet flashes with color. "Here they come..."

You Started as Raw Recruits. Five eager faces who thought Interstellar Patrol was cake. You learned fast.

Then, Disaster. A dispute between colonists. A mysterious vision. Bloody clues pointed to the sky.

Surrounded in Hyperspace. Friendlies in Yellow, Targets in Red. Electronic fireblossoms.

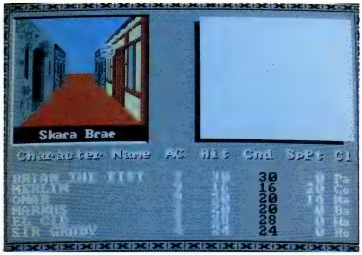
No On-Disk Copy Protection. 16 Colors for EGA.

Sentinel Worlds I: Future Magic

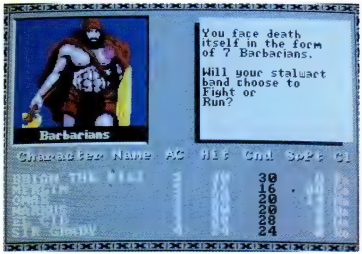
Science Fiction Mystery Role Playing Game Designed by Karl Butler

To Order: VISIT YOUR RETAILER, or call 800-245-4525 from US or Canada, 8am—5pm PST for VISA/MC orders, or mail check (US$) or VISA/MC #, cardholder name, and exp. date to: Electronic Arts Direct Sales, P.O. Box 7530, San Mateo, CA 94403. Tandy/IBM versions: $48.95 for 5¼", $54.95 for 5¼" & 3½" dual-pack. Add $3 for shipping/handling. CA residents add 6.5% sales tax. Allow 1-3 weeks for delivery. Thanks.

ELECTRONIC ARTS®



1



2

The Bard's Tale

The medieval village of Skara Brae is under the spell of Mangar, a powerful wizard. From outside the village walls, however, things appear normal. Shopkeepers and craftsmen continue their businesses, the taverns are open, and townspeople walk the narrow streets. But beneath this peaceful surface there is evil. Dragons and ogres lurk behind closed doors and the Undead are on patrol. Skara Brae's army is useless against Mangar and it is up to a small band of brave souls, the Adventurer's Guild, to restore Skara Brae to its former beauty.

In this exceptional role-playing fantasy, *The Bard's Tale*, you must develop a party of elves, magicians, rogues, and other adventurers using the game's characters or inventing your own. Each member of the band is gifted with differing amounts of magic, strength, armor, and experience. The bard is most powerful. All of his tunes are magical, with a different result whether he is exploring or fighting.

Explore the city and its unmarked buildings and mazes, picking up items along the way or using one of the 85 magic spells. When you find and meet with the Review Board, they will decide whether your troupe has earned entrance into a higher level. Only with persistence and bravery can Mangar be defeated.

Screens Shown

1 Search the streets of Skara Brae for taverns, castles, or temples in which your guild can find help.

2 But in your travels you must also be wary of those who have sided with Mangar and his evil magic.

Product Information

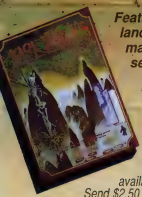
IBM, Tandy, Compaq, and compatibles; blank disks required; CGA or EGA graphics; color monitor required. Electronic Arts, $49.95.

Hints & Tips

- Note that most of the races from which you choose your party have one or two traits that are most powerful. Balance these attributes.
- The Doppelganger is a monster that can look just like one of your own band of adventurers. Learn to spot it to avoid some nasty surprises.
- You can save your adventurers to disk, so you can build powerful characters over time.

Let nothing stop you...

Our kingdom of Khantun despairs from the devastation wrought by Kaimen, the self-styled Warlord of the East Wind. Kaimen has stolen the Orb of Celestial Harmony from Moebius the Windwalker and has replaced the Holy Keepers of Moebius' shrines with his own evil monks. We implore you, O' disciple, to recover the Orb and restore peace to our kingdom. Only your mastery of the martial arts and your devotion to the one true path of Moebius will avail you in this quest.



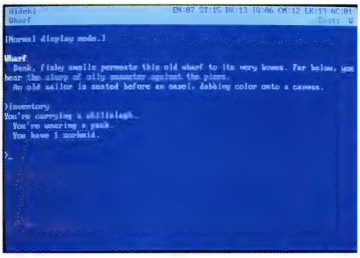
Featuring animated martial arts combat and three dimensional landscapes, Moebius takes you into a world of mysticism and magic, unlike any fantasy role-playing game you've ever seen before.

IBM screens shown.

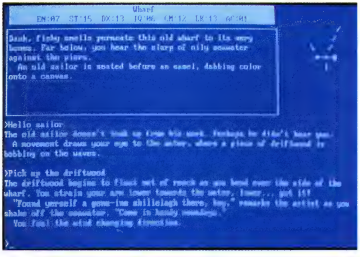
To get your copy of Moebius, either (1) visit your local retailer, (2) call 1-800-999-4939 8am to 5pm EST to order by VISA/MC, or (3) mail check (U.S. $) or VISA/MC #, cardholder name and exp. date to Origin, 136 Harvey Rd., Bldg. B, Londonderry, NH 03053. All versions $39.95 plus $2.50 shipping /handling. Allow 1-2 weeks for delivery

Try it! Demo disks of Moebius are now available for IBM, Macintosh, and Amiga(3.5"). Send $2.50 to Origin for yours and credit it towards a direct-order purchase.

ORIGIN SYSTEMS INC.



1



2

Screens Shown

1 Ask for an inventory at the beginning of the adventure, so you'll know what you're carrying.

2 With the enhanced mode, you can see a map of your location and get descriptions of your surroundings.

Product Information

IBM, Tandy, and compatibles; 192K RAM minimum; MS-DOS 2.0 or higher. Infocom, $49.95

Beyond Zork

No game has a more honored place in the world of computer entertainment than that of *ZORK*, the all-text adventure from the wordsmiths at Infocom. The *ZORK* trilogy — with its Great Underground Empire, Wizard of Frobozz, and dozens of intriguing puzzles — set the standard for computer text adventures and to date has sold about a million copies.

Now, Infocom has introduced *Beyond ZORK*, a game that mixes the puzzles, subtle humor, and interactive fiction of the original *ZORK* with the adventure of character-based role-playing games. The result is an excellent hybrid very much in the literate tradition of Infocom's other products.

In the Kingdom of Quendor, the land lies in ruin and waste. Monsters roam the streets and the wizards have vanished. You select your character's levels of strength, endurance, compassion, luck, intelligence, and dexterity. Choose your traits carefully, for strength in one area may mean relative weakness in another. You search for the fabled Coconut of Quendor in order to save the land. Through experience and careful planning, you must build your character's traits to a level at which you can succeed against the monsters and pitfalls you encounter. Infocom's games are always fun, and *Beyond ZORK* is no exception.

Hints & Tips

- *Beyond ZORK* recognizes some 1500 words you type in. If one way of saying something doesn't work, try a few others before moving on.
- Infocom offers *InvisiClues* hint books and *The Status Line*, a gaming newsletter, to help struggling adventurers.
- Study the game booklet *The Lore And Legends Of Quendor* which comes with the game before venturing forth on your ZORKian adventure.

KOEI, WE SUPPLY THE PAST, YOU MAKE THE HISTORY.

Make history in a real past with these incredible simulations —

Struggle against Sixteenth Century Japan's feudal lords to become Shogun in **Nobunaga's Ambition.** A military, economic and social simulation stressing strategy and tactics. Use your army, negotiate with other lords or perhaps you would rather just send Ninja.

Fight warlords for control of Second Century China in **Romance of The Three Kingdoms.** Recruit good subordinates and win their loyalty. Administer your own states to increase their wealth, and seize those of others.

As **Genghis Khan** experience love and war as you carve a path of conquest through Asia and Europe.

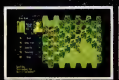
KOEI

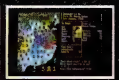
Please contact your local software retailer. If unavailable or for more information contact Koei Corporation, 20000 Mariner Ave., Suite 100, Torrance, CA 90503. Phone 213-542-6444.

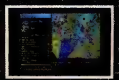
UNITE FEUDAL JAPAN

CONTROL ANCIENT CHINA

CONQUESTS OF LOVE AND WAR



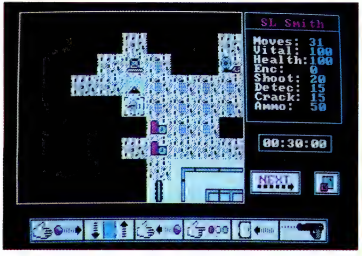




Titles available on IBM 3½" and 5¼" formats. Other popular formats coming soon.

IBM is a registered trademark of International Business Machines Corporation

1



2

Breach

In the 24th century, you are a squad leader for the Federated World Special Forces. Commando warfare isn't a piece of cake in the future, when you might have to take on aliens, beasts, overlords, or battle robots.

You'll be able to control squads of up to 20 marines in four different categories — marine marauder, infiltrator, scout, and psionic talent. The squads might face up to 40 enemies each, so their training must be extensive and their combat experience saved between games.

To claim a victory, your men will have to rescue prisoners, capture datapacks, kill a certain percentage of the opponents, or exit the combat zone within a certain time limit. As they gain experience, mix the conditions to make their job even tougher. There are also some 20 objects to find and use, including rocket launchers, demolition charges, first aid kits, and computer hackers.

Choose one of the five scenarios, modify one to suite yourself, or design your own battlefields. Additional scenario disks are planned.

Screens Shown

1 Keep space between the marines in your squad so they won't be wiped out in an explosion.

2 In the Odysseus scenario, you mission is to capture a United Democratic Planets warship.

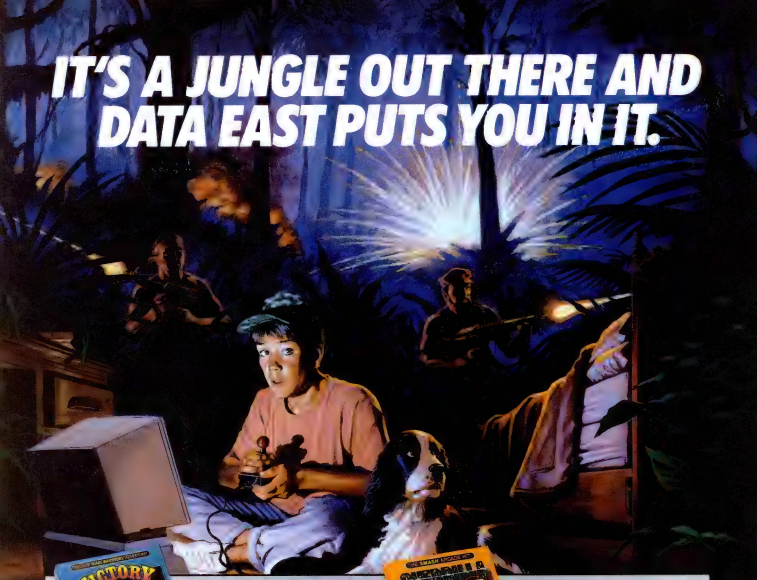
Product Information

IBM and compatibles; 320K minimum memory; CGA graphics; mouse optional. Omnitrend Software, Inc., $39.95.

Hints & Tips

- If you are being attacked with grenades and rockets, don't cluster your marines. Have a square between each so a single blast won't kill several.
- Blow up your opponents' fuel tanks to limit their power. But don't position your men close to the explosion. There might be a chain reaction.
- Keep your marines' health above 50 percent, so they can't be killed. If it drops below that, one hit can kill, and they're on borrowed time.

IT'S A JUNGLE OUT THERE AND DATA EAST PUTS YOU IN IT.



It happens so fast. You're kicking back, you and your best friend, just checking out two of the latest arcade action games from Data East and, zap, you're fighting with full fire power and up to your neck in heart-stopping, eye-popping jungle.

Victory Road pits the heroes of the #1 smash hit, ***Ikari Warriors,*** against a hideous horde that has heroes for lunch—Stonehead and his wrecking crew of bizarre and brutal beasts.

Guerrilla War takes you behind the headlines to the battlelines. It's you versus them—and let us guarantee you that "them" is an army of evil that will keep your trigger finger active for hours.

Victory Road for the IBM, Commodore and Apple II computers. And ***Guerrilla War,*** for the IBM and Commodore computers. Addictive action with great graphics. Hey, it's a jungle out there. And now we've brought it home.

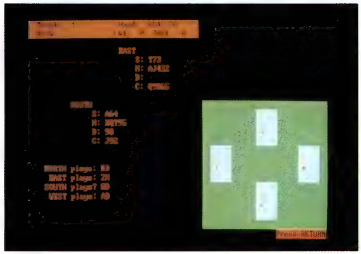
DATA EAST

DATA EAST USA, INC. 470 Needles Drive, San Jose, CA 95112 (408) 286-7074

IBM SCREENS SHOWN. OTHER COMPUTER VERSIONS MAY VARY.

© Data East USA, Inc. Victory Road and Guerrilla War are registered trademarks of SNK. Corp. Ikari Warriors is a trademark licensed to Data East U.S.A. Inc.

1



2

Bridge 5.0

If you want to learn to play bridge, or just have trouble rounding up three friends at all hours, consider trying *Bridge 5.0*. Using the five-card major approach, you and your computer partner will play against other computer players. The rules follow Stayman and Blackwood conventions.

The computer shuffles the cards and deals. As South, you can choose to receive the opening hand or play a random game. Then bid for the contract based on the hand you have been dealt. Bidding is Standard American with spades and hearts as major suits, diamonds and clubs as minor, and a no-trump option. You can double the other team's bids, but doubled bids cannot be redoubled.

As you play out the hand, your hand and the dummy are displayed on the board. The winning contract is revealed on the top of the screen, along with the number of tricks taken by both teams. At the end of a hand, you have the option of seeing all the hands, playing the same hand again (similar to duplicate bridge), or going to a new game.

Bridge 5.0 also offers an auto bid, auto play mode. It can be used as a training device for the novice player or as a refresher course for someone more experienced.

Screens Shown

1 With only 11 points, South can't open, but does have one stopper in trumps and a strong suit in East's hearts.

2 With a void in diamonds, East can trump any low diamond lead West makes, making winners out of low spades.

Product Information

IBM, Tandy, and compatibles; CGA or monochrome graphics. Artworx, $29.95.

Hints & Tips

- Since you don't know how your computer partner thinks, make sure you have a minimum count of 13 points in your hand before bidding.
- The Charles Goren system of counting points is: Ace, 4 pts.; King, 3; Queen, 2; Jack, 1; void in a suit, 3; singleton, 2; doubleton, 1.
- Don't bid a no-trump unless you have 16-18 points, winners in every suit, and even distribution. For more points, open on a 2 level.

Want to be a hero?

Every last member of the resistance has either been captured or is closely monitored by the robot patrol. As a new inhabitant of XK-120, you have no police record. You have a chance to locate the central control console and deactivate the robot control system. Not a good chance, but a chance.

This science fiction role-playing game was created by Chuck Bueche, the author of AUTODUEL®. The fast paced action all takes place in an enclosed high-tech city of many levels.

As you hurry along extensive air-jet subways and slidewalks, you'll need to solve complex mazes and other intriguing puzzles. The challenges are non-stop and full of surprises.

On your mission, you'll face some 16 types of animated robots. Battle them with weapons like phasers, blasters and time bombs.

Confuse them by creating a duplicate image of yourself with the unique holoprojector. Or reprogram them to work for you by mastering the ingenious Directive Override option.

Realistic action allows you to move or climb over objects.

In 2400 A.D. you step far into the future. But beware. Each step you take could be your last.

Available on Apple™.

ORIGIN SYSTEMS INC.

136 Harvey Road, Building "B", Londonderry, NH 03053
(603) 664-3360

Apple™ is a trademark of Apple Computer, Inc.

CIRCLE NUMBER 11

1

2

Bubble Ghost

Henrich Von Schtinker could tell you—never test an electric bubble pipe in the bathtub. Unfortunately, the mad scientist is now a ghost, forever traveling the halls of his castle blowing bubbles. The only way for his spirit to find eternal bubble-rest is to maneuver his bubble through the castle without popping it.

But the mansion has 35 rooms, and each one is filled with a variety of inhuman and inanimate objects that threaten to burst the bubble. If objects other than the ghost touch a bubble, it will pop. You start with one bubble to blow and five others in your ghost bubble pouch, but it's possible to earn more (though you can't store more than nine). Just watch out for those pins, ghouls, electric fans, and candles.

The maze of rooms is filled with hidden passages and secret objects that will help you. Don't forget to let your ghost breathe, though, or he'll turn red in the face and you'll lose points. The practice option will let you work on any level with six practice bubbles. There is also a preview mode to let you see the next five levels. So don't wait for the spirit to move you, just take a deep breath and blow.

Screens Shown

1 Bubble perils lurk in every corner of the 35-room castle.

2 A flame can pop his bubble, but the ghost can blow the candle out before moving the bubble past it.

Product Information

IBM, Tandy, and compatibles; CGA, EGA or Tandy 16-color; color monitor. Accolade, $34.95.

Hints & Tips

- Look for secret passageways and other undocumented parts of the game that may offer help along the way.
- Blowing your balloon along is just one use for your breath. For example, try blowing a candle or a trumpet.
- You start the game with six bubbles, but you can earn as many as nine by completing levels of the game.

THE CHALLENGES KEEP COMING

Downhill Challenge™
The ultimate computer ski experience. Take a deep breath, grit your teeth, and go for it! Push off on a run that's so realistic, you'll swear you can feel icy air stinging your face.

Watch yourself go into a tuck as you swoop down the mountainside, your flashing skis following every movement of your joystick.

Take your choice of four exciting events—Downhill, Slalom, Giant Slalom, and Jumping—each with runs for beginner, intermediate, and advanced skiers.

Challenge friends, letting the computer time your splits. Or compete against a world-class computer opponent who knows the slopes like a native.

Downhill Challenge: It's one chilling challenge after another!

Realistic 3-D animation and spectacular backgrounds.

Superbike Challenge™
Race your 1000cc Superbike on 12 of the world's most exciting Grand Prix courses. On-screen instruments show your speed, RPM, lap times and more. Race against a friend or race the computer. Lean into the curves, steering with your body. But look out—lean too far and you'll wipe out!

***Downhill Challenge* is available for the IBM PC/Tandy for $29.95, the Commodore 64/128 for $19.95; and the Apple IIGS, Atari ST and Amiga for $34.95.**

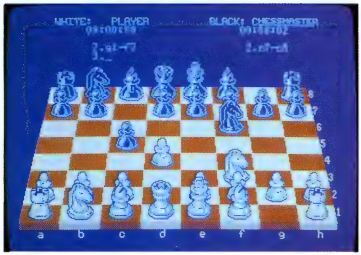
***Superbike Challenge* is available for the IBM PC/Tandy, Commodore 64/128 and Atari ST for $19.95.**

Three ways to buy: Visit your software dealer or call (800) 527-6263, 8am-5pm PT for credit card purchases and order-by-mail details. For more information, write to Broderbund Software-Direct, P.O. Box 12947, San Rafael, CA 94913-2947.

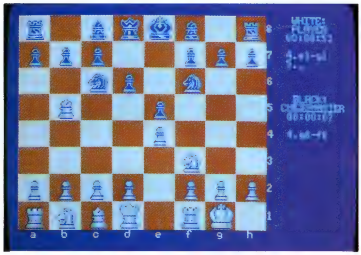
Broderbund®

© Copyright 1988 Broderbund Software, Inc., 17 Paul Drive, San Rafael, CA 94903-2101. All rights reserved.

76GPG



1



2

CHESSMASTER 2000

Computer chess games have come a long way in the past several years. And certainly *Chessmaster 2000* is one of the most comprehensive and playable chess programs to be marketed. The game features include a staggering array of options. There are 12 levels of play, a teaching mode that shows legal moves, a hint mode that offers advice, a referee function that keeps all moves legal, a think mode in which you can watch the computer consider its moves, and the ability to retract moves you have made.

Chessmaster 2000 also lets the player save and print out games that have been played, and allows moves to be entered descriptively, algebraically, or by computer. You can view the board in either two or three dimensions, have the computer analyze the moves in a game, and see all captured pieces. In addition to playing the computer or another person, you can replay any of 100 classic chess games supplied on the disk. And there is a library of chess problems for you to solve. Or, you can set up your own chess problems and board situations for study. The program comes with chess tutorial and also includes a discount membership in the U.S. Chess Federation. This computer chess game has it all—power, ease of use, and plenty of extras.

SCREENS SHOWN

1 You can turn the 3-D board 90 degrees to see every angle before making a play.

2 You can learn by letting the Chessmaster play both sides of a match or analyze a finished game.

PRODUCT INFORMATION

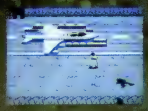
IBM, Tandy, and compatibles; 256K minimum memory; EGA, CGA, Hercules monochrome graphics. Software Toolworks/Electronic Arts, $39.95.

HINTS & TIPS

- *Chessmaster 2000* uses a menu system to help you keep track of its many features. Use the "?" key for help.
- The higher the level of play, the deeper the analysis by the program. The longer you let the analysis run, the better it becomes.
- The 3-D board display is interesting, but on the PC version of *Chessmaster 2000* you will have clearer lines of sight in the two-dimensional mode.

AIRBORNE RANGER

I'll Take Your Best!



ACTUAL SCREENS MAY VARY.

MICROPROSE SIMULATION SOFTWARE

Now for IBM-PC/Tandy/Compatibles and C-64/128

180 Lakefront Drive, Hunt Valley, MD 21030 (301) 771-1151

1

2

Chuck Yeager's Advanced Flight Trainer

This "second-generation" flight simulator program has much in common with the grandaddy of the genre, *Microsoft Flight Simulator*, but differs in a few important respects. Like Microsoft's program, *Chuck Yeager's Advanced Flight Trainer* puts you into the cockpit of an aircraft and gives you full control over the throttle, ailerons, rudder, elevators, flaps, and other controls. All of the controls respond in a fairly realistic manner, and the pilot's point of view helps create the satisfying illusion that you're really flying. You can take off, maneuver, perform aerobatics, make landings, and, of course, crash.

But in many respects, *Advanced Flight Trainer* differs considerably from *Flight Simulator*. Instead of modeling real-world scenery, it displays an almost abstract landscape dotted with pyramid-shaped mountains and other objects. The reason for this is that *Advanced Flight Trainer* places more emphasis on flying rather than navigating. You can also pick from a much greater variety of aircraft—from a World War I Sopwith Camel or Spad, to a World War II Spitfire or P-51 Mustang, to a modern F-18 fighter or SR-71 reconnaisance jet. And you can fly various scenarios, from test flights to air races.

Screens Shown

1 Even advanced pilots will have trouble following Yeager into the Dead Man's slalom.

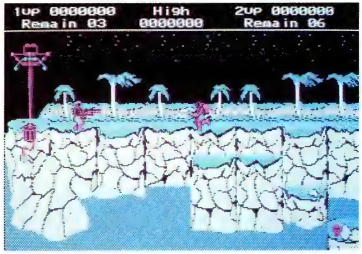
2 Learn the Immelmann maneuver (reversing while gaining altitude) while piloting a P51.

Product Information

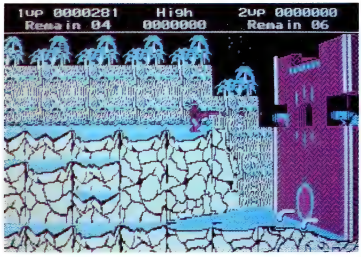
IBM, Tandy, and compatibles; 256K minimum memory, CGA, EGA, or Hercules graphics card; joystick optional. Both 5.25- and 3.5-inch disks included. Electronic Arts, $39.95.

Hints & Tips

- This isn't a "twitch stick" videogame—the laws of inertia and gravity apply here. There's a response lag when using your flight controls.
- Many simulator pilots believe that the numeric keypad offers more precise control than a joystick.
- Landings are tough to master. The best way to practice is to select the Cessna 172 aircraft, pick "Test Flight," and choose "3,000 Ft."



1



2

Contra

There's trouble brewing in the Amazon basin. The U.S. Government has sent the best two men in its Special Forces attack unit on a top-secret mission to investigate. Thirty years ago, an alien collision released the evil Red Falcon into the jungle. Now he's ready to conquer the world. Only the special agents of *Contra* stand in his way.

Landing in the jungle rain forest, the commandos fight their way past alien soldiers and through defense bases. Their firepower and guerrilla warfare tactics are tested at every step. But their biggest challenge is still to come—a battle to the death with Red Falcon.

All is not hopeless, though. Your number of lives depends on the difficulty level (level two, four lives; level three, six lives). And you receive an extra life for every defense zone you overcome. Destroy flying capsules and pillbox sensors and earn fireballs, force fields, or mass destruction capabilities. But even with the most advanced weapons, you still have to work your way through the jungle, waterfall, snowfield, and hangar before you reach the lair of the Red Falcon.

Screens Shown

1 Find the flying capsules to earn the shooting power necessary to get through enemy lines.

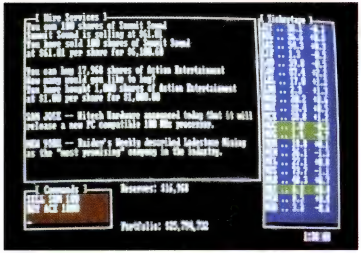
2 The first base only conceals more opponents that lie between you and the Red Falcon.

Product Information

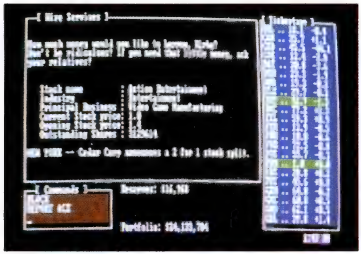
IBM,Tandy, and compatibles; 384K minimum memory; joystick strongly recommended. Konami, $34.95.

Hints & Tips

- This arcade-style action game requires quick reflexes and is far more enjoyable with a joystick.
- In the first section, grab a Falcon symbol to increase your firepower. The better your weapon, the farther you'll get.
- Learning the movement patterns of your enemies is crucial to getting past each level. Experiment to find the right pattern.



1



2

Corporate Raider: The Pirate Of Wall Street

Experience all the excitement and pressure of big business without risking any of your own money with *Corporate Raider*. You can make millions in a bull market, lose your shirt in a bear market, or plan a hostile takeover that will give you an industry monopoly.

Starting with a portfolio worth millions and a cash reserve of $100,000, you can buy stocks in corporations from a dozen different industries, including petroleum, aerospace, computer, mining, and entertainment. Your goal is to control the industry by taking over as many companies within it as possible. But there's a random hostile corporation in each industry that has the same goal.

Raise money for friendly or hostile takeovers by buying and selling stock, taking out bank loans, or selling junk bonds. If your company is threatened by a takeover, you can decide whether to block it or to sell out and use the profits to finance your other ventures.

A ticker tape display gives continuous information on your stock prices, and a wire service provides news flashes about events that could make or break your company.

Screens Shown

1 Use the news flash information from the wire service to help you decide what stocks to buy and sell.

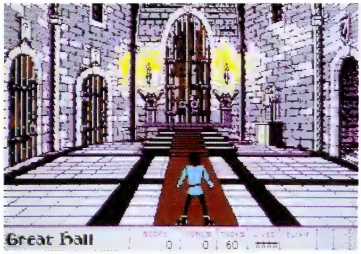
2 Before planning a takeover, get an analysis of the company in which you are interested.

Product Information

IBM and compatibles. 256K RAM minimum memory. MDA, EGA, CGA, or Hercules graphics. Cosmi, $24.95.

Hints & Tips

- A certain amount of stock can be bought without filing with the SEC. Once you've filed, a company may try to block your takeover plans.
- The amount of financing you can get depends on your industry strength. Your interest rate drops the closer you get to a monopoly.
- The computer figures the performances of the companies on a weighted bell curve. Second guess it by studying the company reports.



1

2

Dark Castle

Dare to search for the evil Black Knight in his own dark castle! Fend off plague-ridden bats and rats, mutants, gargoyles, burning eyes, dragons, and more, as you plunge into any of four deadly rooms with little more than a handful of rocks to throw. Your goal is to find and then destroy the Black Knight. But to carry out your mission, you will need to collect experience, a magic shield, a protective elixir, and fireballs to hurl.

This action-maze game will keep you hopping. You can use either joystick or keyboard, but there are some features that you have to access from the keyboard. Learning to operate your character as he walks, runs, jumps, and throws is the real key to winning this game. Too slow a response and the bats will be at you, the mutants will be swarming, and you'll be headed for the adventurer's burying ground. The D key causes your character to duck. The A key controls a variety of actions, and the cursor keys move you around. Change the throwing direction with the row of number keys.

The four doors are Trouble, Fireball, Shield, and Knight. Two of the doors will randomly drop you in Trouble or Fireball. Whatever door you choose, you'll run into an army of loathesome characters. This dark castle is one big booby trap.

Screens Shown

1 The door you choose to enter in the Great Hall will decide the path of your adventure.

2 You must get through dungeons, labs, and caves before you can take on the Black Knight.

Product Information

IBM, Tandy, and compatibles; CGA, EGA, or Hercules monochrome graphics; 256K minimum memory; keyboard, joystick, or mouse. Three-Sixty, $39.95.

Hints & Tips

- For many players, *Dark Castle* will be easier to master if you restrict yourself to the keyboard. Once you have the sequence down, it gets easier.
- Don't go after the Black Knight too early in the game. You'll be too weak and have too few weapons. Patience and perseverance are rewarded.
- Learning the movement patterns of your enemies will help you to get farther. You will begin to notice these patterns after just a few games.

1

2

Deep Space: Operation Copernicus

In the year 2123, the United Planets of Solaria has established a series of valuable mines in the asteroid belt between Mars and Jupiter. Andromedans, genetically programmed to be fierce warriors, are trying to gain dominance over the mines and obtain their rich minerals for evil purposes.

You have been asked by the Solarian Armed Forces to pilot a Katana single-seat interceptor into the area of the galaxy infiltrated by the Andromedan Hegemony. Your ship has full weaponry and instrumentations, including scan, magnify, and hyperdrive features. The 180-degree view from the cockpit is augmented by the control tower view. You can also request closeups of defense, power, and navigation systems. Study the quadrant maps and your background intelligence reports thoroughly before proceeding.

There are four missions from which to choose, each with three skill levels. You can collect uranium deposits from the mining outbacks, returning with a specified quota; guide the diplomatic Orion envoy ship (unequipped with arms or hyperdrive) into a safe port; find and eliminate one to three cannisters of deadly biotex-M microorganisms; or defend a base on Herculis from an invasion of Andromedan Sword cruisers, and destroy them within 10 minutes.

Screens Shown

1 Locate the enemy by studying area maps, like this one of the Trojan quadrant in the Plague Mission.

2 Your cockpit is equipped with weapons to attack or hyperdrive to retreat if you're outnumbered.

Product Information

IBM, Tandy, and 100% compatibles; 256K minimum memory; CGA or EGA graphics; joystick recommended. Sir-Tech Software, Inc., $39.95.

Hints & Tips

- Land on Trojan Group bases by using the external-view-and-control systems. Your view will shift from the ship to the control tower.
- The Andromedan Mace spaceship is identified by its blue and orange color. It is armed with a plasma cannon that shoots fireballs.
- The Biotek-M cannisters are impervious to laser fire. The virus itself, however, can be destroyed by exposure to a vacuum.

1

2

Defender Of The Crown

King Richard has been murdered and England plunged into civil war. Six lords have their eyes on the throne — three Saxons and three Norman invaders.

You have been chosen by a group of gallant Saxon knights to lead their campaign against the Normans. You must test your wits in swordfights and jousts, and your military strategy in castle raids and battle ploys. Remember, a Saxon who captures the three Norman fortresses will win the crown of England.

Use your army to capture enemy or undefended territories. Buy catapults to further your strength, but remember that they must be transferred to a campaign before they can be used. You also have to decide the size of a battle campaign. It takes eight knights for a ferocious attack on a battlefield, but 16 catapults for a bombardment on a castle. It is very expensive to host a joust on your own, but according to the laws of chivalry, you must attend any joust held by another lord. You can earn leadership by jousting for "fame," or territory by fighting for "land." But you can win fame, land, fortune, and your fair maiden by winning the throne.

Defender Of The Crown is a graphically rich action and strategy game. EGA owners, especially, will enjoy the visual touches.

Screens Shown

1 Study the territory map to find rich lands to conquer or Norman castles to invade.

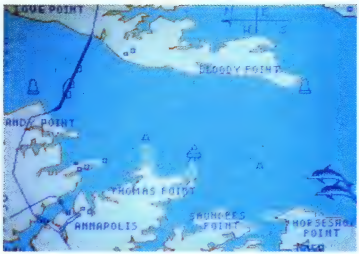
2 The stakes in a jousting tournament can be fame and leadership or great lands.

Product Information

IBM, Tandy, and compatibles; 256K minimum for CGA, 384K for EGA. Tandy 16-color supported; joystick recommended. Cinemaware Corp., $39.95 CGA, $49.95 EGA.

Hints & Tips

- Some lands have more wealth and vassals than others. Read your map very carefully, and plan your battle campaign with that in mind.
- Don't forget to build castles to protect your lands. And when you attack another's castle, throw in disease to kill many victims.
- Robin Hood will be able to help with your conquests, but only three times in the course of the game, so be selective. He's the most help in raids.



1

2

Dolphin Sailing Simulator

If you love sailing, you'll enjoy the *Dolphin Sailing Simulator*. If you have been landlocked all your life, you'll learn more *about* sailing from this program than almost anywhere else off the water.

You control the actions of the boat and crew, including a helmsman, lookout, skipper, and navigator. There are four boats to choose from: a 14-foot catboat with one sail, a 19-foot catamaran with three sails, a 29-foot sloop with five sails, or a 42-foot ketch with seven sails. Keep an eye on the instrument panel for position, and adjust the sail set and trim to avoid capsizing.

In selecting a course, enter the preferred heading in degrees, then choose one of nine challenging conditions, including downhill run, match race, and storm weather. Each has a difficulty level from one to nine. Points are earned by matching your actual course to your plotted course.

The *Dolphin Sailing Simulator* includes the Chesapeake Bay voyage disk. Other disks, available separately, include the Florida Keys, Boston and Newport, Southern California, Seattle and Vancouver Bay, and three others.

Screens Shown

1 The navigation map will help you avoid obstacles by showing your location and course.

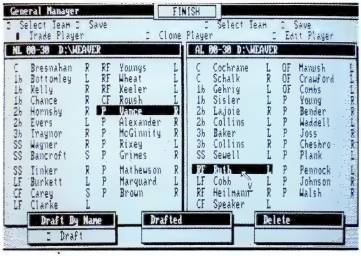
2 From the skipper's chair in the cockpit, you control engines, trim, and rudder.

Product Information

IBM, Tandy, or compatible; two floppy drives or hard drive; CGA, EGA or Hercules monochrome graphics. Dolphin Marine Systems, Inc., $44.95; expansion disks, $24.95.

Hints & Tips

- The *Sailing Simulator* is meant to be a teaching tool as well as an entertainment package, so the emphasis is on realism and accurate detail.
- There is a map of the Chesapeake Bay area so that you can chart your progress and measure how well you stay on course.
- The simulator not only teaches you the language of sailing, but also offers information on the equipment and procedures used in navigation.



1

2

Earl Weaver Baseball

Earl Weaver Baseball is the World Series of computer baseball games. No matter what level or kind of baseball simulation you want — simple arcade-style action or heavy-duty statistical tracking — you'll find it here. You can play ball with as little or as much control over events, places, and personnel as you wish.

The default setting is an arcade game in which you play the computer or another player without choosing the lineups. Regulation games let you save the statistics to disk, select the players, and play by regulated league rules. You can select different levels of difficulty, and even handicap a stronger player against a weaker player. There are three levels of managerial control. "Play and Manage" allows you to pitch, hit, run, throw, and select plays from the Strategy menu. "You Manage" lets the computer handle the pitching, throwing, and other actions while you call the plays. And "Earl Manages" means that the program handles all aspects of play for one team.

There are practice options as well as regular play. You can view the action from a split-screen setup, and the screen pans when it follows the flight of the ball. Excellent graphics and sound effects and an awesome level of flexibility make *Earl Weaver Baseball* an immediate classic.

Screens Shown

1 As general manager, you can draft a perfect team, including Ty Cobb or Babe Ruth.

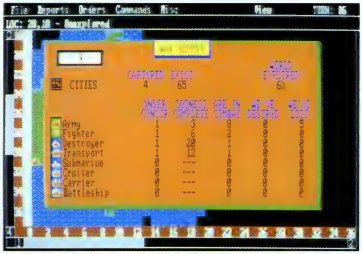
2 The split-screen action shows the pitcher, batter, infield, and outfield simultaneously.

Product Information

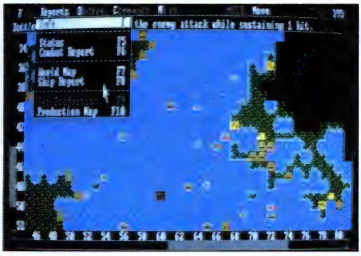
IBM, Tandy, and most compatibles; 256K minimum memory; CGA or EGA required; keyboard, mouse, or joystick; 3.5-inch and 5.25-inch disks included. Electronic Arts, $49.95; expansion disks, $19.95.

Hints & Tips

- There are more than 50 separate hitter and fielder ratings, and more than 30 pitcher ratings.
- There is an "Ask Earl" feature that gives you advice at any point in the game, and will even help in your team selection.
- There are Commissioner's Disks and Season Disks available that offer up-to-date statistical and managing information for use with the game.



1



2

Empire: Wargame Of The Century

Operation Big Brother is in effect. The dastardly Krellan Empire has a plan for galactic domination. Choosing a planet lacking in technological development, they install one of their own generals as emperor. Using the planets own troops and resources plus their own advanced weaponry, they slowly conquer the entire planet, then form an alliance with the Krellans.

The United Galactic Alliance wants to use the same plan to form a counter-empire. And having just received the Generalship of the Special Task Force, you are the key to the plan's success. Once you have been established as the emissary emperor on a low-technology planet, use the local population to form armies and build up force with destroyers, submarines, cruisers, aircraft carriers, and battleships.

There is an entire uncharted world for conquest. As you take over city after city, decide what each one must produce in order to further the war effort. Your production and revenues must increase in proportion to your area of conquest. The number of planets to conquer is endless. Let the computer plan them, or design your own. For one to three human or computer players.

Screens Shown

1 Check the war report for statistics on construction, exploration, and invasion.

2 By turn 395, you can establish a powerful army and construct subs and carriers.

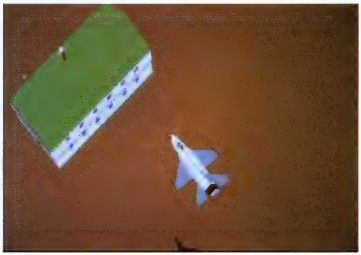
Product Information

IBM, Tandy, and compatibles; 512K minimum memory; EGA or CGA graphics card; mouse optional. Interstel, $49.95.

Hints & Tips

- With the hidden movement, you never know what the enemy is planning. Don't leave yourself unprotected just because you can't see them.
- Submarines are undetectable by fighters, battleships, and other vessels. You can sink a small ship with a shot, but subs are only good in offense.
- To find new cities fast, produce fighters in your first city, then armies when one or two are finished. Send them in all directions.

1



2

Screens Shown

1 Advanced instrumentation gives precise coordinates for attacking the enemy.

2 You can investigate your position using the out-of-the-cockpit mode.

Product Information

IBM AT, PS/2 Model 50, and compatibles; 512K minimum memory; VGA or EGA monitor; joystick; SSI 2001 sound board option; null-modem serial cable option. Spectrum Holobyte, $59.95.

Falcon-AT

The flight characteristics of a real F-16 Fighting Falcon are on your computer screen in *Falcon*, now improved with EGA color and designed for ATs and compatibles. You perform simulations of flight maneuvers in a realistic, graphically rich environment.

Engage enemy MiG's in head-to-head battles against the computer, or get a second player to pilot an enemy plane. Your instrument panel holds everything you need to become ruler of the skies, including radar detection, air brakes, a weapons selection panel, missile lock indicator, and flares.

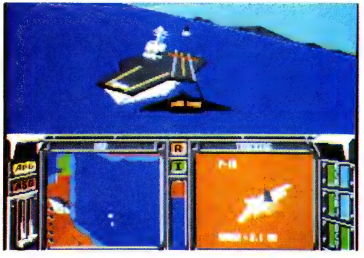
You must remember that the dangers don't come only from the enemy. Performing high G turns can become deadly since a pilot can black out during the maneuver. Develop strong strategy skills, however, and your Fighting Falcon is almost invincible.

Multiple skill levels enables both the novice and experienced pilot to carry out strike missions. There's even a training mode for those would-be fliers who have never gotten off the ground before. The black box in your cockpit is a flight recorder. It gives you the option of playing a certain battle over again.

Hints & Tips

- *Falcon* is also available in a version for most non-AT computers such as XTs and compatibles.
- If you're a little nervous about getting started, begin on the First Lieutenant level where you can't crash or get shot down.
- You can see yourself in flight if you use the "outside view" option.

1



2

F-19 Stealth Fighter

MicroProse Software has developed an exceptional reputation for high-quality computer simulations that are both realistic and entertaining. Popular titles such as *Gunship* and *F-15 Strike Eagle* are now joined by another winner from designer Sid Meier, *F-19 Stealth Fighter*.

This new game actually began as an enhancement of an earlier product, but took on a life of its own when the improvements became so extensive that the results went beyond original expectations. *F-19 Stealth Fighter* is an air combat simulation package based on the U.S. Air Force's top secret stealth fighter. You fly the fighter from aircraft carriers or land bases on combat and reconnaissance missions in Libya, the Persian Gulf, the North Cape, and Central Europe.

You control pitch, roll, altitude, and other flight factors, learning skills that will enable you to engage in stealth flying activities. The fighter is equipped with state-of-the-art radar-evasive technology; modular glide bombs that you control; TrakCam sighting for locking onto enemy aircraft; and many other weapons and systems that you control. The game also includes a comprehensive manual, four detailed maps, and a keyboard overlay.

Screens Shown

1 Your TrakCam sighting will help you lock in on the enemy before he knows you're there.

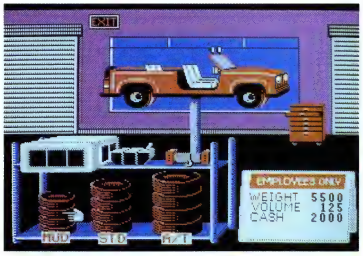
2 Your missions will usually begin and end from an aircraft carrier or land base.

Product Information

IBM, Tandy, and compatibles; VGA, EGA, CGA, MCGA, and Hercules graphics; 256K minimum memory. MicroProse, $69.95.

Hints & Tips

- As you improve your flying and your fighting, you will have the chance to track your career through medals and rank promotions.
- TactiVue and SlotVue perspectives offer new ways for you to view your enemy, lock onto targets, and see your flight path.
- There are hundreds of missions within the four regions for which you fight. Improve your pilot skills and increase your effectiveness as a fighter.



1

2

4x4 Off-Road Racing

4x4 Off-Road Racing is to other race games what mud wrestling is to ballet. This is auto racing at its down-and-dirtiest.

There are no smooth concrete ovals with carefully banked curves in this game. *4x4 Off-Road Racing* places you in the lumpy driver's seat of a four-wheel drive rig as you compete in a variety of off-road events, including the Georgia Mud Fest, the Death Valley Trek, the Baja Challenge, and the Michigan Winter Wreck-Off. You'll find yourself maneuvering past such obstructions as rocks, boulders, discarded tires, cast-off auto parts, mud pits, sheets of ice, and even the bony remains of previous race drivers.

Fortunately, you get a chance to customize your vehicle to withstand these hazards. You can pick from a wide selection of beefed-up pickup trucks, jeeps, and Blazers. Then you can go shopping. Working with a limited amount of cash, you decide which tires to buy, which spare parts to carry, how much extra gasoline to bring, and even whether or not to employ a ride-along mechanic.

You'll find yourself competing against more than a dozen other drivers as you weave between road hazards and negotiate curves. Your rig is tough — it can take a lot of bashing — but too many rocks 'n' rolls will leave you in a dusty pile of wreckage in the middle of nowhere.

Screens Shown

1 The decisions you make in the custom shop can affect your performance in the race.

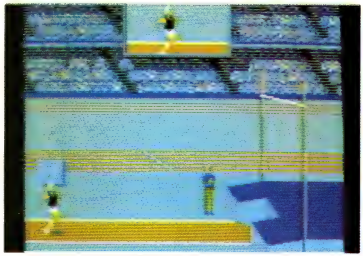
2 Watch out for potholes and tires in races like the Georgia Mud Fest.

Product Information

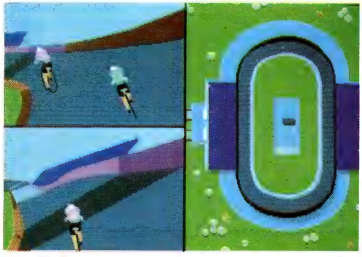
IBM, Tandy, and compatibles; 256K minimum memory; CGA, EGA, or HGC card or equivalent. Epyx, $19.95.

Hints & Tips

- When shopping at the auto store, *always* buy a map. Then you can check your progress during the race and see where the mud pits are.
- Use common sense when customizing: Get mud tires when competing in muddy races, and standard or all-terrain tires for desert events.
- Sometimes, if you build up enough speed, you can coast most of the way through a mud pit to minimize the delay.



1



2

The Games — Summer Edition

Experience all the excitement of the 1988 Summer Olympic games with *The Games — Summer Edition*, the computer game licensed by the U.S. Olympic Team and designed with the advice of athletes.

Travel to Seoul, Korea, for the opening of the games. The pageantry in the parade of countries is equalled by the ceremonial lighting of the Olympic flame. Once the games have begun, perfect your form in springboard diving (watch that splash!). Gymnasts will experience the danger and beauty of the uneven parallel bars and the strength required by the rings.

If you're a track and field fan see if you can be fast enough for the hurdles, can concentrate enough for pole vaulting, or can gather enough energy for the hammer throw. Even then, you have to show your skill in archery and your stamina in Velodrome sprint cycling.

A camera-angle point of view of *The Games* lets you enjoy the awarding of the gold, silver, and bronze medals. One to eight players can represent any of 24 different countries. Win a medal and join the parade of the closing ceremonies.

Screens Shown

1 It takes coordination to win the pole-vault competition.

2 You can use your opponent's skill to triumph during the cycling race.

Product Information

IBM, Tandy, and compatibles; 512K minimum memory; VGA, EGA, MCGA, Tandy 1000 16-color or Hercules graphics; joystick recommended. Epyx, $39.95.

Hints & Tips

- Try drafting in the cycle race. Get up on the slope behind your opponent. As he goes by, follow him closely and use his airstream to pull you.
- Conserve some energy during the hurdles for the sprint for the finish line. Keep your jumps short and have good rhythm, and you'll be full stride.
- Plan your routine on the uneven parallel bars in advance. Then you can avoid hesitations. For a perfect dismount, touch the joystick button.

1

2

Ghosts 'N' Goblins

A brave and gallant knight must rescue his beautiful princess from the clutches of the Devil. His armor protects him, and he is armed with five different weapons. But he must pass through seven gates and destroy demon guards before he will receive a key to continue. He will encounter zombies, ghosts, skeletons, and dragons throughout his mission.

Starting out only with a javelin, you must move the knight through a graveyard in the woods. Other weapons can be found in jars in all the stages of the game. You can set fires by throwing fiery torches, attack with your swift sword, stop an enemy in his tracks with your cross, or use an axe which flies in an arc. Enemies come in all shapes and sizes, and knowing each one's weakness will help you succeed.

Your journey will take you through a ghost town, underground passages, a magic castle, and into the Devil's chamber itself. Use sideways and up and down scrolling to explore everything, then rescue your fair princess.

Screens Shown

1 Deadly zombies that rise from the grave are the first threat to your knight.

2 You can only defeat this demon by shooting him eight times while his wings are open.

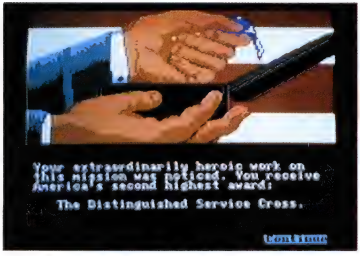
Product Information

IBM, Tandy, and compatibles; CGA or EGA graphics; joystick required. Capcom, $34.95.

Hints & Tips

- Use torches sparingly to set fires. If too many fires are already burning, you won't be able to throw another torch until one burns out.
- Throughout the different levels of play, there are extra lives or suits of armor hidden. You'll have to jump to find most of them.
- You'll know when the Unicorn is about to attack because he jumps up and down. He'll take 10 shots to kill.

1



2

Gunship

You are at the controls of a flying tank — the AH-64 Apache attack helicopter. Armed to the teeth, the gunship will take you on dangerous missions all over the world, where even your hellfire missiles might not be enough to get you out of trouble.

Learning to get the most out of your Apache is no easy task. There are, after all, more than 35 displays in the cockpit alone. Take full advantage of the tutorials on learning to fly and gunnery and defense. Learn to use your helmet sights, your TADS (Target Acquisition and Designation Sight) computer, your air-to-air missiles, and your autoration (no engine) landing.

Then head out on one of hundreds of missions to one of four combat zones in the world. Experience guerrilla warfare in Southeast Asia, standard conflict in Central America, desert battles in the Middle East, or a life-threatening struggle with the Warsaw Pact allies in Western Europe. You'll have to make quick decisions based on the identification of ten aircraft and your own maps, radar warning, and damage displays.

Choose one of your flight controls, and be ready with your combat controls, including fire, jettison, countermeasure, or view display. The fate of the free world might depend on you.

Screens Shown

1 Your AH-64 Apache is the army's most powerful attack helicopter.

2 Successfully completing missions earns promotions and awards.

Product Information

IBM, Tandy, and compatibles; 256K memory; EGA, CGA, or Hercules monochrome graphics; joystick optional. Microprose, $49.95.

Hints & Tips

- Until you are an experienced gunnery pilot, keep out of the Western Europe first line. The Warsaw Pact nations are formidable.
- If you don't like the odds in a mission, call in sick. But don't abuse the option; save it for duty in hostile territory when you're outnumbered.
- A red light on your threat display means you've been noticed by search radar. Firing will just attract more attention, so try another defense.

1

2

HARDBALL

You're on the mound, ready to pitch. Bottom of the eighth, bases loaded. Do you go with your curve against this batter, try a slider, or throw your fastball? The batter hits left and is batting .305. Don't make a mistake. With a slight move of the joystick, you let loose a high, inside fastball. He's bunting, and a runner's headed for third!

Hardball! is one of the most popular and exciting computer baseball games yet developed. Designer Bob Whitehead did an excellent job of mixing strategy with plenty of hands-on action. You pitch, bat, and throw the ball around. You pick your teams, your substitutions, your outfield positioning. Playing against the computer or another person, you must out-think your opponent on several different levels to win.

When the ball is hit, the game switches to a view of the field. With practice you can learn to whip the ball around the infield from base to base with scarcely a pause. When a ball is hit to a certain field, the screen shows that area. The player closest to the ball flashes to let you know who should chase the hit. You have some control over just about everything in the game—except your opponent. And, like the real thing, *Hardball!* rewards good thinking as well as precise execution.

SCREENS SHOWN

1 You can shift the outfielders to chase those long fly balls.

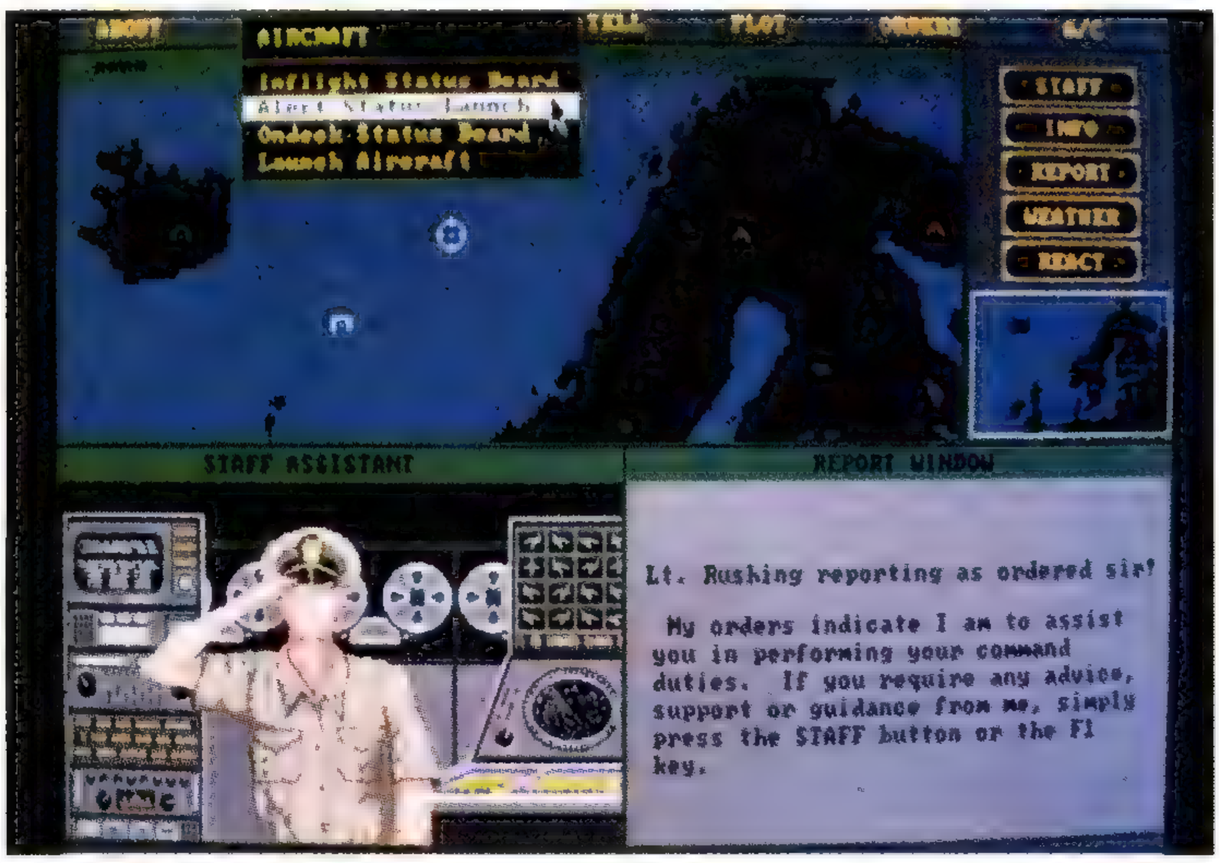
2 You always have a bird's-eye-view of the ballpark, even while pitching or batting.

PRODUCT INFORMATION

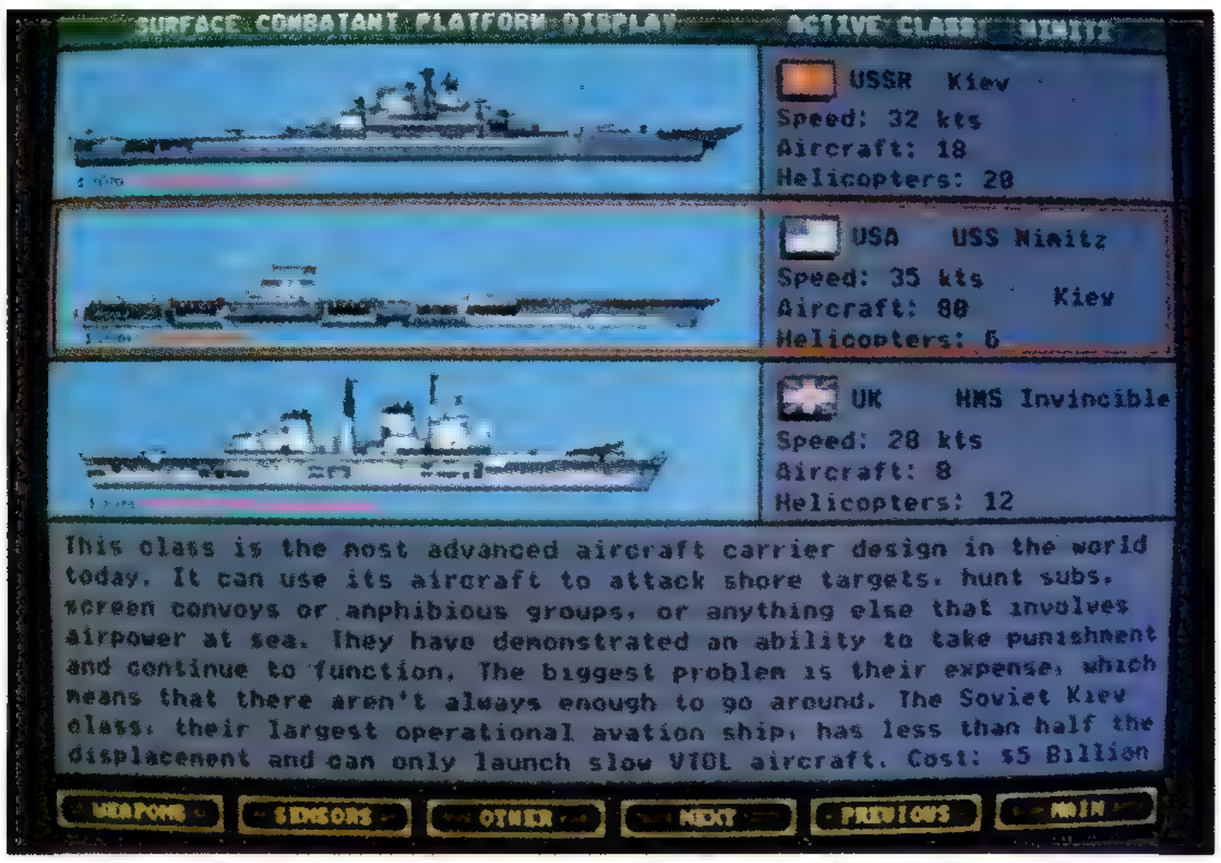
IBM, Tandy, and compatibles; 256K minimum; CGA, EGA, or Hercules MGA required; free upgrade to 16-color Tandy; supports keyboard, mouse, and joystick (strongly recommended). Accolade, $14.95.

HINTS & TIPS

- When playing another person, watch the catcher's glove movement before the pitch. Sometimes you'll get an indication of the ball's direction.
- Remember that a pitcher can get tired as the game goes along. If that begins to happen, his efficiency and power will decrease.
- When stealing a base, the catcher will attempt to throw the runner out if the batter fails to swing at the pitch.



1



2

HARPOON

World War III is at hand. NATO and the Soviet Union are in the midst of a huge confrontation that could be the last battle Earth ever knows.

You are the commander of NATO's North Atlantic Task Force. There is a database of more than a hundred weapon systems at your disposal, and a huge arsenal of advanced weapons to master. Your opponent is the Northern Fleet of the U.S.S.R. From the moment it leaves its headquarters in Murmansk, you are engaged in an authentic battle requiring all your strategic skill.

"Showdown in the North Atlantic," the battle set included with *Harpoon*, contains 10 scenarios, each duplicating an actual aspect of war, from the tension of submarine warfare to the excitement of surface attacks. The scenarios build in difficulty, with more ships, aircraft, and submarines to direct in each one. Other battle sets are planned.

You have a valuable staff assistant to help you with the basics and to explain the specifics of each new battle. Rely on the database to provide the details of NATO and Soviet weapons. It can tell you how each one is used and what damage it can do. You're also given maps, geographical information, and weather conditions before entering battle.

As you finish each scenario (and keep the world safe for democracy) you can play again, move on, or scramble data to play it again with new conditions.

SCREENS SHOWN

1 Use the advice of your staff assistant when you're in a tricky situation.

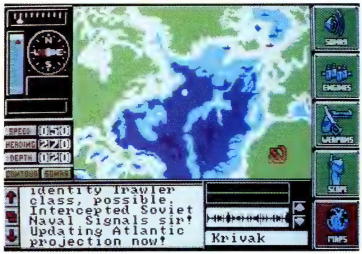
2 Learn the strengths and weaknesses of the different countries' vessels.

PRODUCT INFORMATION

IBM, Tandy, and compatibles; 512K minimum memory; EGA, CGA, or Hercules graphics. Three-Sixty Software, $29.95.

HINTS & TIPS

- *Harpoon* was originally a board game designed by the Game Designers Workshop. This version retains the basics, but has many enhancements.
- Your staff assistant is a valuable ally. Listen to him, then exercise your option to have him follow up, do it yourself, or bypass his advice.
- Battle sets are planned for other world hotspots, such as the Persian Gulf.



1

2

The Hunt For Red October

The Soviets have designed a nuclear submarine with a *Caterpillar drive*, a cloaking device rendering it practically undetectable. You are the captain of this sub, Red October. The Soviets want you to follow a course to Cuba. But you and your fellow officers have planned to defect to the United States, trading Red October for political asylum.

As in Tom Clancy's best-selling novel, you have to navigate across the Atlantic, avoiding trawlers from the U.S.S.R., and NATO ships on patrol. The Soviets want to recapture the submarine, but they are willing to sacrifice it and your crew to keep Red October and the Catapillar drive from falling into Western hands.

Your sonar will create a contour map for navigation. Use your periscope to survey approaching vessels and use recognition charts to identify the U.S., U.S.S.R., and United Kingdom ships. You can travel via diesel or nuclear engines with propellers for maximum speed, or the Caterpillar drive "impellers" for undetected motion.

Each decision you make has to be cautious and strategic. The Soviets want you dead, and even the United States Navy isn't sure it can trust you.

Screens Shown

1 Studying a map of your area might reveal hidden dangers for your submarine.

2 The search and attack modes can catch the enemy unaware.

Product Information

IBM, Tandy, and compatibles; 512K minimum memory; EGA and CGA graphics; joystick or mouse required. Datasoft, $49.95.

Hints & Tips

- Your sonar is not one-hundred-percent reliable. It gives some details of targets and bearing, but you'll still have to verify visually.
- Don't ignore the terrain map, even when in deep waters. The cross section of the seabed it shows will keep you from running aground on a shelf.
- Your weapons work on coordinates, not sights. To hit a ship, make sure it's still within the coordinates in which you first sighted it.

1

2

IKARI WARRIORS

You are behind enemy lines with nothing but a few hand grenades and your machine gun. Alone, or with your partner, you must battle your way across rivers, through jungles and ruins, and around enemy entrenchments. Hordes of soldiers are attacking—and there's no way back.

This is *Ikari Warriors*—a hit in the arcades and on home video game machines — and now available for PCs. As you move your characters forward, you must pick up more weapons and ammunition. Look for tanks to get into and ride. Try to get a few rocket launchers. Use your bullets and grenades sparingly until you can pick up a quantity of bonus items. Super bullets, faster guns, energy supplies, and other items can be gathered as you advance.

Ikari Warriors is a straightforward battle action game that rewards a deft touch on the joystick. Your character starts with five lives, and loses one each time he's hit. There are plenty of walls and rock formations behind which you can temporarily escape gunfire. But enemy grenades can come over the top, so there's really no safe place. You gain points for destroying enemy soldiers, bunkers, helicopters, enemy tanks, and gates as you advance from level to level.

SCREENS SHOWN

1 You are practically invunerable inside your tank.

2 The enemy has outnumbered you as you've tried to cross the bridge.

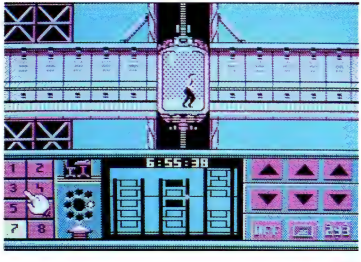
PRODUCT INFORMATION

IBM, Tandy, and compatibles; 256K (512K for Tandy 1000 series); CGA, EGA, Hercules, or Tandy graphics; joystick strongly recommended. Data East, $39.95.

HINTS & TIPS

- As you cross a river or sea, your speed will decrease. This will leave you more vulnerable to enemy attackers.
- If you are in a tank and run out of fuel, the tank will blow up. You must pick up extra fuel as you roll along.
- Learn to use grenades (especially super grenades) effectively. You can save ammunition and move faster by hitting a group with one grenade.

1



2

Impossible Mission II

When last we left the evil scientist, Elvin Atombender, in the original *Impossible Mission*, he was determined to blow up the world unless *you* stopped him. Now, several years later, Epyx has unleashed Atombender again, and the stakes are just as high. The first game was an excellent combination of action, strategy, and puzzle-solving. *Impossible Mission 2* repeats that combination for a sequel that is worth the wait.

Somersaulting over time bombs, avoiding deadly robots and surveillance cameras, and solving puzzles, you plunge forward in search of Atombender in an eight-story tower of terror. There is a maze of passageways connected by elevators. There are secret code numbers and weapons you must find. You are equipped with a computer map to help guide you through the maze. And you also have an audio tape player with which you listen to pieces of musical code.

Points are scored as you access different parts of the tower, explore rooms, pick up pieces of code, and get to the control room. Time is running out, however, so don't delay. Not only do you have to put together a three-digit code for each floor, but you must also find pieces of musical code that will form the melody to open Atombender's express elevator. Hurry! Time is running out fast.

Screens Shown

1 Search everywhere for clues and secret information, but avoid the deadly robots and phasers.

2 When you're in an elevator, the control panel appears on a split screen.

Product Information

IBM, Tandy, and compatibles; CGA graphics required; 256K minimum; joystick highly recommended. Epyx, $39.95.

Hints & Tips

- There is a computer terminal in Atombender's control room. Find it and you can disarm missiles that are meant to destroy the world.
- You must find six pieces of music as you traverse the tower levels. Use your pocket computer to gather them and to assemble passcodes.
- You must gather items as you find them along the way. Certain items will be of use in other rooms as you dodge Atombender's evil robot army.

1

2

Infocomics

Infocomics is an interesting hybrid — a kind of comic book on disk. Like a comic book, you read the story and look at the pictures. But with *Infocomics* you can also change the viewpoint of the story and follow different characters. Veteran educational software designer Tom Snyder teamed with the games people at Infocom to produce the *Infocomics* series. Each package is priced at about $12, considerably lower than other mainstream entertainment software packages.

The first product in the series is called *Lane Mastodon Vs The Blubbermen*, a spoof of 1930s space operas. Two other titles are *Gamma Force In The Pit Of A Thousand Screams* and *ZorkQuest: Assault On Egreth Castle*. Although the stories are different, they share the same visual qualities and changable viewpoint. The screens in an *Infocomic* offer pans of a view, dissolves, closeups, and other cinematic techniques. There are points during the story at which you can decide to follow a different character as the story develops.

In effect, there is only one ending to an *Infocomic*, but a variety of ways to get there. The approach is novel, easy to use, and represents a creative new direction in entertainment software.

Screens Shown

1 The assault on Egreth Castle is a highlight of *ZorkQuest*.

2 Your crew is full of aliens in *Gamma Force: Pit of a Thousand Screams*.

Product Information

IBM, Tandy, and most compatibles; 256K minimum memory; CGA graphics card. Infocom, $12.

Hints & Tips

- Turned-down pages on screen indicate when it's possible to jump from one character's viewpoint to another.
- Pages can be turned on screen at several different rates to accommodate different reading speeds.
- *Infocomic* characters often reappear as continuing characters in other adventures in the series. They can be collected like comic books.

1

2

JEOPARDY!

It's been called America's most intelligent game show. Now you can finally find out if you're really smart enough to win at *Jeopardy!*

Just like its television counterpart, the *Jeopardy!* game has questions in six categories, from weather to fairy tales to Steinbeck and much more. In round one, dollar amounts range from one hundred to five hundred dollars. In Double Jeopardy, the dollar amounts are doubled. There is one Daily Double question in the first round and two in the second. Players can wager any or all of their money on that one question.

Any player with money at the end of Double Jeopardy moves on to Final Jeopardy, betting nothing, part, or all of their money on a question in a single category. There are more than one thousand questions in all sorts of categories, all of which were actually used on the television show.

Though one player can play two computer opponents, *Jeopardy!* is most exciting when two or three players match wits and speed. A second *Jeopardy!* edition is already on the market.

SCREENS SHOWN

1 *Jeopardy!* recreates the TV show, down to the familiar theme, blue game board, and "answer with a question" gimmick.

2 Play with two friends, or let the computer pick quick-witted opponents for you.

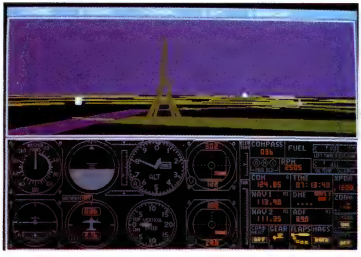
PRODUCT INFORMATION

IBM, Tandy, and compatibles; CGA or Hercules graphics; 256K RAM minimum. Sharedata, $12.99.

HINTS & TIPS

- Spelling counts! You have plenty of time to type in your answer, so make sure it is spelled correctly, or is at least very close.
- There are no second chances. If an answer is Roosevelt, but you don't know if it's Teddy or Franklin, guess. "Roosevelt" will be wrong.
- With thirty seconds to answer, you might want to move in fast on one of your strong categories and think later.

1



2

JET

Version 2.1 of this popular jet fighter simulator features improved graphics, menus, coordinate system, speed, flight characteristics, and joystick and mouse options, among other enhancements. These changes fine-tune what was already a very successful entertainment package.

Jet puts you in the cockpit of either an F-16 Fighting Falcon or a carrier-based F-18 Hornet jet fighter. You learn to maneuver these incredibly fast aircraft in free-flight non-combat mode. Then, you take one or the other out against MiG-21 and MiG-23 jets for dogfights, or go up against ground and sea targets. You're in charge of very sophisticated navigation and flying controls, including search radar, automatic target tracking, and even an ejection seat in case all else fails.

Another impressive aspect of *Jet* are the many scenery disks available from SubLogic that can be purchased separately. There are now more than a dozen such disks covering all of the United States and selected parts of the world. The disks can be used with *Jet* or with the *Microsoft Flight Simulator*, and provide a remarkable amount of visual detail complete with airports, highways, rivers, and much more.

SCREENS SHOWN

1 You can pilot either a F-16 Fighting Falcon or a carrier-based F-18 Hornet jet fighter.

2 *Jet* offers many additional scenery disks, such as Western European Tour.

PRODUCT INFORMATION

IBM (including PCjr), Tandy, and compatibles; 256K minimum memory; CGA, EGA, or Hercules monochrome graphics; joystick optional. SubLogic, $49.95; Scenery disks, $19.95-24.95.

HINTS & TIPS

- If pursued by an enemy missile, try flying at right angles to it so you'll degrade its homing accuracy and waste its energy.
- When engaged in dogfights, learn to use the Zoom features effectively to increase your weapons' accuracy.
- When aiming at a ground target, steep pitch angles are best for firing. But you are more vulnerable there as well.

1

2

Screens Shown

1 It's up to you choose the play that can put your team in the lead.

2 Increase you defensive power by studying the opposing team's weaknesses.

Product Information

IBM, Tandy, and compatibles; CGA, EGA, Tandy, and Hercules monochrome graphics; joystick or keyboard. Melbourne House/Mastertronic, $34.99.

John Elway's Quarterback

You take the snap from center, fade back into the pocket, and then begin to roll right as you look for an open man downfield. The other team is in a Prevent defense, and you're having trouble finding a free receiver. What now? This is *John Elway's Quarterback*, the PC version of the hit arcade game. It's a colorful recreation of the real thing, and the game puts you in the driver's seat. You call any of nine plays (each can be reversed) on offense and, on defense, you pick any of six diagrammed setups.

One of the best aspects of *John Elway's Quarterback* is that you are never locked into a play. Just as in a real game, if you start out on a pass play and find no receivers open, you can improvise. Bootleg the ball around the end. Scramble up the center if a hole opens. Every play is a bit different, giving you a wide range of strategies both offensively and defensively. You can play against the computer or against another person. There are dual keyboard controls as well as a joystick option.

Offensive plays always move from the bottom of the screen toward the top. And the game uses nine players per team rather than eleven, for better graphics. You can even hear the quarterback calling the signals if you wish.

Hints & Tips

- The key to winning is to mix up play options, and then learn to improvise as you go along. Reading the defense or offense is crucial.
- When passing, drop back five or ten yards to get some breathing room. Then lead your receiver just as you would if you were really throwing.
- Certain offensive plays naturally work better against certain defenses. Learn to spot plays as they unfold and you'll have an edge.

1

2

Jordan Vs. Bird: One On One

Michael Jordan slam dunks, Larry Bird bombs three-pointers, and they each go one-on-one in this fast-action color basketball game. It's a sequel to Electronic Arts' very popular *Larry Bird and Dr. J Go One-On-One* which sold more than 400,000 copies. This new game offers everything the earlier program had, plus some extras.

Both Larry Bird and Michael Jordan were involved with the design of their on-screen characters and all of their moves. So, you get Bird's phenomenal outside shooting. Jordan's aerial attack is appropriately awesome. And each player's spins, blocks, fakes, and steals are rendered as accurately as possible.

There are three games in one. The first option is to have Bird and Jordan play against each other using all of their arsenals of talent. You can control either player, and play against the computer or another person. The second option is to take part in the Air Jordan slam dunk contest. Judges score your efforts on take-off, creativity, and jam power. The third contest is the three-point shootout. One to four players compete at sinking outside shots within 60 seconds from different points on the court.

There are also four skill levels, and quarters of play can be set from two to 12 minutes.

Screens Shown

1 Jordan and Bird's one-on-one action is only part of the fun.

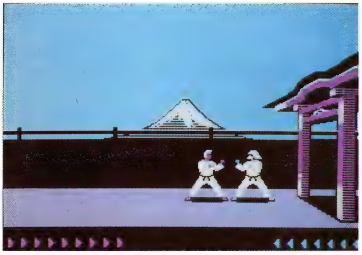
2 There are 10 different slam dunks to choose from for the dunking contest.

Product Information

IBM, Tandy, and compatibles; 284K minimum; CGA, EGA, VGA, and Tandy 16-color graphics supported; joystick strongly recommended; 5-1/4" or 3-1/2" disks. Electronic Arts, $39.95.

Hints & Tips

- With a single keystroke, a special Boss Button lets you quickly hide your basketball screen behind a bogus spreadsheet.
- Instant replays of particularly stunning moves occur during the game. And special visitors, like Dr. J and Chuck Yeager, sometimes pop up.
- A statistics screen appears at the end of each quarter to show shots taken, percentages, three-pointers taken, rebounds, steals, and blocks.



1

2

Karateka

For years you have been away from your home, studying with a great master of karate, learning his secrets to become the best. When you return home, you find that a warlord, Akuma, has burned your village. Your family has left the area, and your fiance has been kidnapped and is being held in Akuma's castle.

Armed only with your karate skill, you set out for Akuma's home high in the mountains. You have to battle his strong guards, but you can punch and kick high, middle, and low to inflict as much damage as possible.

You can distinguish the different guards by their headgear. Each one has a different fighting style. Figuring them out will help your progress up the high rocky cliffs. Your strength is counted by arrows along the bottom of the screen. If you become too weak, even karate can't help you.

You'll have to work your way deep inside Akuma's fortress before you can confront the evil warlord. Even then, it will take a fierce head-to-head fight to the death before you can hope to save your Princess Mariko.

Screens Shown

1 You'll have to defeat several opponents before you are able to enter the first building.

2 Your powerful kick is a formidable weapon.

Product Information

IBM (including PCjr), Tandy, Compaq, and most compatibles; CGA or Hercules graphics; joystick recommended. Broderbund, $14.95.

Hints & Tips

- You're most open to attack when you're standing or running. One well-placed punch or kick could kill you.
- As long as you can avoid getting hit, your strength will be replenished.
- For the most part, the guards get harder to beat as you progress through the game, leading to the difficult battle with Akuma.

1

2

KARNOV

This new arcade-style action game is a big hit onpopular videogame entertainment systems. And the PC-compatible version is a good translation. You guide the Russian Karnov in search of the Treasure of Babylon which was stolen by the evil dragon Ryu. Fight your way past dozens of enemies by jumping, running, swimming, climbing, and flying. There are nine levels of game play. Each level requires different sets of game-playing skills.

You will have to learn the strengths and weaknesses of all Karnov's enemies. They can be beaten. But you must study each one. Pick up K marks as you go along. When you have 50 of them, Karnov will gain another life. You can also pick up bombs, boots for extra jumping power, boomerangs, glasses for seeing hidden enemies, wings, swimming masks, shields, and powerful exploding clappers that kill all enemies on screen.

Karnov is strong, but slow. You cannot outrun most of your enemies. So, plan to fight and use all of the weapons and special abilities you find along the way. After battling through all levels, you encounter the dragon Ryu. You must destroy Ryu to recover the Treasure of Babylon.

SCREENS SHOWN

1 Karnov must rescue the Treasure of Babylon from the dragon Ryu and restore it to his village.

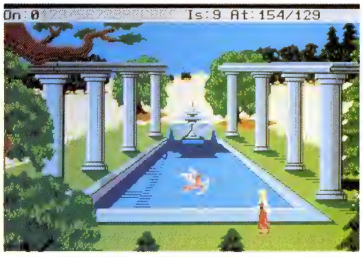
2 Watch out for the huge boulders this enemy throws. Dodge them or die.

PRODUCT INFORMATION

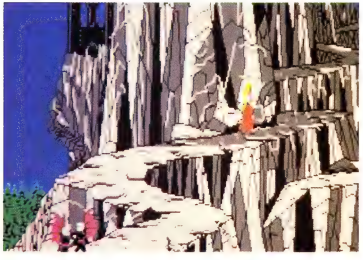
IBM, Tandy, and compatibles; 512K (640K Tandy); 5-1/4" or 3-1/2" drive; EGA, Hercules, or Tandy 1000 graphics mode; joystick optional (strongly recommended). Data East, $39.95.

HINTS & TIPS

- Rock Men will throw boulders. But you can destroy them and the men if you shoot fast enough.
- When you get a ladder, try climbing to the top from time to time. You may find hidden weapons that you cannot see from the ground.
- The boomerang adds fighting power. If you catch it after it has been thrown, then you can use it again and again.



1



2

King's Quest IV: The Perils Of Rosella

The *King's Quest* games comprise one of the most successful and significant computer entertainment series in PC history. Close to a million copies have been sold over the past few years, and the 3-D color graphics in the games have helped to set new standards. Now, Sierra is releasing the long-awaited fourth adventure. Fans of earlier *King's Quest* games won't be disappointed.

The Perils Of Rosella features not only exceptional color animation and good game play, but also a beautiful musical soundtrack by Emmy- and Grammy-nominated composer William Goldstein. There is even a 10-minute animated cartoon that introduces the story of the game. The new game supports several music features, including the IBM 8-voice music card, the AdLib Music Synthesizer Card, and the new Roland MT-32 music card.

There are hundreds of locations to explore, people to meet, puzzles to solve. You, as Rosella, must carry out several successful quests in order to complete the final quest. The land holds many obstacles and hostile beings, but Rosella must overcome them if she is to save her father's life.

Screens Shown

1 Time is very real in *King's Quest*, so Rosella can visit this pond by day or night.

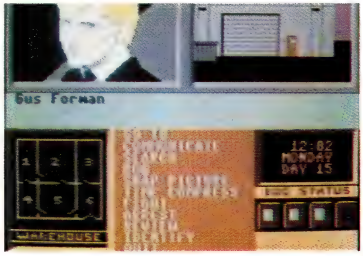
2 There are many difficult obstacles for Rosella to overcome before she can complete her final quest.

Product Information

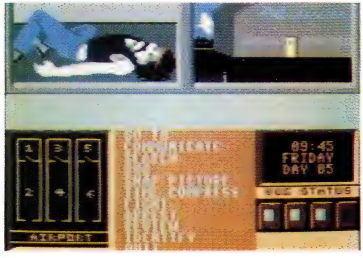
IBM, Tandy, and compatibles; CGA, EGA, MCGA, and VGA graphics; keyboard, mouse, or joystick options. Sierra On-Line, $49.95.

Hints & Tips

- Wherever Rosella travels, study the land or the dwelling carefully. Examine things closely. And remember, kindness is sometimes rewarded.
- In *King's Quest* games, you can move on all sides of objects and characters. Try to move in ways you might not with other graphic adventures.
- There is an introduction to this game that those familiar with the *King's Quest* series will find surprising.



1



2

L.A. Crackdown

You're the senior officer involved in a top-secret surveillance case. A synthetic and highly addictive drug, Samadhi, is being smuggled in from Hong Kong. Your department suspects the Pacific Shipping Company, a computer import company, of drug trafficking. You have to come up with evidence to support that theory.

The department has allowed you to pick from among four promising rookies to aid you on the case. While you operate the mission from your high-tech van, he'll take care of the leg work. There are four buildings for him to watch, bugs to plant, photographs of evidence to acquire, warehouses to search, people to interview—even suspects to check.

Meanwhile, you have police files on six people with connections to Pacific Shipping. You have to search through boxes of receipts, memos, and computer files for enough evidence to arrest the ringleader of the drug runners.

Treat your rookie well, or he might just walk off the job. He learns by experience, and if you ask him to do something he knows is ridiculous or don't allow him enough sleep, he'll leave you high and dry. Then Samadhi will reach the streets of Los Angeles, with deadly results.

Screens Shown

1 Keep tabs on everyone who comes and goes from the warehouse, even Gus, the chauffeur.

2 As the experienced cop, you have to make sure your rookie survives the mission.

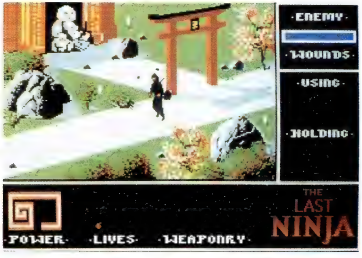
Product Information

IBM, Tandy. and compatibles; 256K memory; CGA required. Epyx, $49.95.

Hints & Tips

- You have to satisfy certain conditions, such as discovering a set number of clues, before you can proceed. If you're stuck, look for a missing clue.
- Even when you're using the Time Compress option to make time go by fast on days when nothing happens, you still have to let your rookie sleep.
- If you haven't found clues in a specific situation, go back another time when different people might be there. Sleep by day if necessary.

1



2

The Last Ninja

You are a member of the Brotherhood of the White Ninja. While on a pilgrimmage to the island of Lin Fen, the members of the brotherhood were executed by evil Shogun Kunitoki and his Ashikaga Clan. You alone survive, having stayed behind to guard the Bunkinkan Shrine.

Now Shogun Kunitoki has taken over the Ninja Palace, which houses the sacred scrolls. All the darkest secrets of the Ninja are revealed in the scrolls. You have to retake the palace and destroy Kunitoki and his clan.

The island is covered with samurai warriors, martial arts experts, and Kunitoki guards. There are also other perils, too, such as rising skeletons and vampire-like tarantulas. Battle them as you search for items to aid you on your journey. Collect all the food, charms, and weapons you find, including a pouch, sword, numchukas, sleeping potion, amulet, or apples which give you extra lives.

You have to struggle with samurai warriors, masters of martial arts and guards in six different parts of Lin Fen: the wastelands, wilderness, palace gardens, dungeons, palace, and inner sanctum. Only by defeating Kunitoki and finding the scrolls will your quest come to an end.

Screens Shown

1 Defeated by this staff-carrying ninja, you only have three lives left.

2 Sometimes vital clues can be found in the shrines that line your path.

Product Information

IBM, Tandy, and compatibles; 512K (384K Tandy); EGA, CGA, or Tandy 16-color graphics; joystick recommended. Activision, $42.95.

Hints & Tips

- The complicated island of Lin Fen is a mass of mazes. Making a map will help you remember where valuable items and magic are to be found.
- There's a slight delay as your Ninja leaves one screen and enters another. Make sure he enters armed. Danger lurks behind every corner.
- If you need advice about individual objects of magic or weapons, look to the shrines of knowledge.

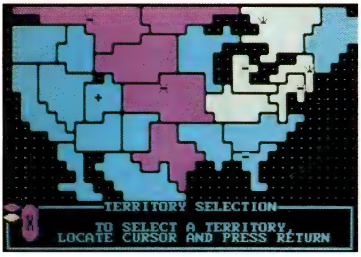
Lords Of Conquest

As a power-hungry warlord, your goal is total world domination. You command an infantry, a cavalry, and a fleet of ships and can have your pick of any country you want. There are others who want those same areas, but if you're better armed and better prepared, the world can be yours.

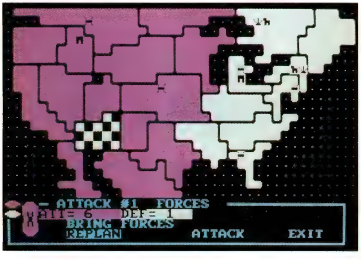
Choose an area of conquest from 20 built-in worlds, including Two-Continent, Ancient Rome, Oceania, and North America. Or design your own, deciding on water boundaries and area, the shape and number of territories (from 20 to 48), and the number of islands. Some areas might provide a wealth of gold, timber, coal, iron, or herds, all valuable to a warlord.

There are four or five phases leading to conquest: development of weapons and cities; production of products and building economic strength; trading with other countries; shipping for revenue or placement of troops; and all-out war. You can trade resources or make treaties with other countries, thereby bolstering your weaknesses against strong countries or combining to wipe out smaller territories. But your "allies" are as single minded as you are, so don't trust them to play fair.

Lords of Conquest is for 1-3 players (1-2 for those with monochrome monitors) with nine levels of difficulty and three levels of chance. A game is won when a pre-selected number of cities (from 3-6) is conquered.



1



2

Screens Shown

1 Plan your strategy ahead so you can choose the most powerful North American territories.

2 Since its forces outnumber your own, you may not want to invade the checkered territory.

Product Information

IBM, Tandy, and compatibles; 256K memory; CGA required. Electronic Arts, $14.95.

Hints & Tips

- If the computer generates a map for you, you have the option of redoing it, using some of the same settings or changing them.
- When you set the resources for your game, remember that a low level retards the development of cities, weapons, and vessels.
- Only one horse or boat can be brought into a territory. However, more than one ship is possible.

1

2

Maniac Mansion

Poor Sandy has been nabbed by evil Dr. Fred for one of his bizarre brain-sucking experiments. Seven of her friends are, if not enthusiastic, at least willing to try to get her out of the mansion where Dr. Fred lives with Nurse Edna and Weird Ed. Sandy's friends obviously don't know about the meteor that crashed there twenty years ago....

Choose three of the seven collegiates to infiltrate Maniac Mansion. Each has a different talent (take musical Razor, for example, the lead singer for the Scummettes), but the game can be solved with any combination. You control their actions by choosing one of the verbs listed at the bottom of the screen such as unlock, open, fix, walk to, or read. Have them explore every strange room in the mansion and pick up everything they can—even that week-old roast might come in handy later.

It's up to you to discover Dr. Fred's master plan and save Sandy. Along the way you might find out why there's a mummy in the bathtub, a statue of Nurse Edna on the second floor, or radioactive water in the swimming pool.

There are five different solutions to the puzzle, 70 different objects to find and use, six different floors to explore, and dozens of jokes behind every door in *Maniac Mansion*.

Screens Shown

1 Sandy has to rely on her friends to save her from Dr. Fred's brain-sucking device.

2 There's no way through those strong iron bars — but there might be a loose brick somewhere.

Product Information

IBM, Tandy, and compatibles; EGA, CGA, VGA, MCGA and Hercules graphics, joystick or mouse optional. Lucasfilm Games, $44.95.

Hints & Tips

- The Green Tentacle will eat *anything*. While he appreciates the food you bring him (however disgusting) he really wants to start a rock band.
- You can use the dime in Ed's piggy bank to operate the telescope. A quarter for the video games is in the sealed envelope in the wall safe.
- A loose brick in the dungeon will open the door when you push it. Or have someone tall fetch the key from the living room chandelier.

1

2

Master Ninja: Shadow Warrior Of Death

Become an expert in keyboard karate with *Master Ninja*, an action game in which your ninja character advances room by room through a maze-like castle by defeating successive opponents. One of the many striking things about this game is the size of the characters on the screen — they're over three inches tall. There's no trouble seeing what's going on between fighters.

Partly because of the size of the characters, the game features 20 different martial arts moves. In addition, there are knives, throwing stars, blinding powder, blow darts, bows and arrows, and spears to make things tougher. The scenario has 25 combat screens, with hidden traps, lunging tigers, and even nasty curses for you to avoid.

Your goal is to destroy the evil warlord Sanjo Yama Moto in his throne room deep within his castle. But to get to him, you have to fight samurai guards, ninjas warriors, mystic priests, and other Sanjo minions. This is a game that rewards keyboard dexterity, and it takes time to master the sequences effectively. There are punches, kicks, forward and backward rolls and jumps, chops, blocks, and other moves. The warriors don't give any ground, and if you want to succeed, neither can you.

Screens Shown

1 Having slain your first opponent, you can move on to more difficult foes.

2 Try using your knife against this spear-carrying ninja.

Product Information

IBM, Tandy, and compatibles; 128K minimum; CGA and color monitor required; keyboard. Paragon Software, $34.95.

Hints & Tips

- The knife is the most powerful of all the weapons, and can cause instant death when used correctly.
- Some seemingly shorter routes to Sanjo are filled with much fiercer and more powerful opponents.
- Watch out for Koga ninjas who may suddenly appear. They are masters at camouflaging themselves.

1

2

Mean 18

You'll be ready for Augusta after mastering *Mean 18*, the golf simulation game that combines realistic strategy with some of the most challenging holes in the world.

Up to four players can compete in a round. There's the stroke (medal) option for one to four players, match play for two, or best ball for two teams of two players each. Practice a tee, green, or hole if you need to, then get down to business. Choose the pro or regulation tee and decide whether or not you're expert enough to choose your own clubs and stroke, or have your caddy suggest them for you.

Then take a look at the yardage markers showing the distance to the pin and address your ball. You'll be playing on the best courses ever: St Andrews in Scotland, Pebble Beach in California, or Augusta National in Georgia. Once you've become an expert on those links, try *Famous Course Disk, Vol. II*, containing Inverness Club in Ohio, Turnberrt in Scotland, and Harbour Town in South Carolina. *Volume III* includes Olympic Club in San Francisco, Las Colinas in Texas, and Muirfield in Scotland, and *Volume IV* lets you try Doral in Florida, Castle Pines in Colorado, and Kapalua in Hawaii.

And if none of these is challenging enough, design your own with the *Mean 18* Course Architect.

Screens Shown

1 Watch out for the twin bunkers on the second hole of the Pebble Beach course.

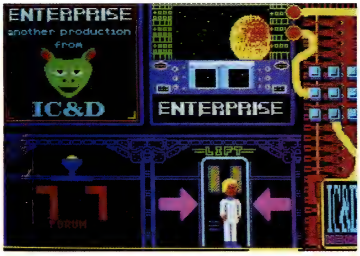
2 Use a wedge to chip from the sandtrap to the green.

Product Information

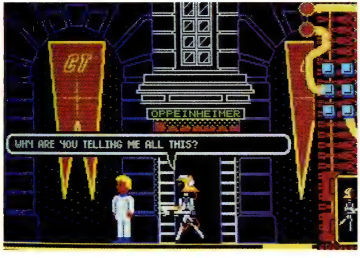
IBM, Tandy, and compatibles. 256K memory. EGA, Tandy 1000, RGB 4-color, RCG mono or composite graphics supported; mouse or joystick needed for Course Architect. Accolade, $44.95; expansion disks, $19.95.

Hints & Tips

- Game statistics are kept automatically by the computer, including the length of the longest drive, ball closest to the pin, and number of birdies.
- Adjust your clubs for the terrain. Light rough requires a club that's one selection above normal. Deeper rough would be two or three up.
- When you land in a water hazard, you must either replay the ball or drop it along a line from water to hole. Decide by the overhead view.



1



2

Metropolis

In the metal and microchip world of Metropolis, something strange is going on. The human population has vanished, leaving droids and robots roaming the city passageways and buildings.

Big business in Metropolis is represented by IC&D, a software corporation which originally produced tax evasion programs. Now it runs the town and provides the city's only recreation — whatever that may be.

IC&D has hired you to investigate some bizarre crimes that are being perpetrated in Metropolis. First, you try to recover the master tape to a game called *Imagination*. You can start by asking the droids for help. They are programmed to be courteous and efficient, but not necessarily to be truthful.

Should you need to buy anything, it might be wise to get a M.U.M. (Municipal Union of Metropolis) code from the bank. Used instead of currency, the M.U.M. code will allow you to purchase anything from city shop goods to time dimension products. And if you get hungry, stop by Millie's, the Ultra Fast Food Joint, where no one knows what's in the plasma burgers (but everyone wants one).

Each time you solve a crime, zip through the Zoomtube, Metropolis' rapid transit, to the next level and another crime. There are 10 levels in all.

Screens Shown

1 The futuristic world of Metropolis is inhabited only by robots -- and you.

2 Ask questions of everyone, even the android policemen. But don't believe everything you hear.

Product Information

IBM, Tandy, Amstrad, and compatibles; 256K minimum memory; EGA, CGA, or compatible graphics. Arcadia, $39.99.

Hints & Tips

- Get a news broadcast by pressing the Ctrl-2 keys. However, the report will only contain pertinent information when the control is flashing.
- IC&D controls the Astro Arcade, and some business transactions there are not necessarily on the level. Think twice before making any deals.
- Some droids, especially the police, lie like rugs. Check a droid's truthfulness by asking him a question to which you already know the answer.

1

2

Microsoft Flight Simulator

One of the most popular entertainment programs ever, *Microsoft Flight Simulator* introduced the idea that business computers could be fun, too. This latest version offers more features and better graphics, especially if your computer has an EGA or VGA board.

Like earlier versions, *Flight Simulator* 3.0 seats you in the cockpit of a Cessna 182, a business jet, or a World War I fighter plane with a realistic view of both the outside and the array of flight controls and instruments. It's all there — ailerons, flaps, elevators, rudder, throttle, landing gear, brakes, altimeter, artificial horizon, compass, NAV and COM radios, VOR beacons, automatic direction finder, transponder, and much more.

You can fly over Seattle, Chicago, Los Angeles, San Francisco-Oakland, and Boston-New York. Circle the Statue of Liberty, soar over the Sears Tower, or buzz beneath the Golden Gate Bridge. Additional scenery disks are available so you can tour other parts of the country as well.

You don't destroy any aliens or score any points in *Microsoft Flight Simulator*. It's part practice simulator, part noncompetitive game, and part educational program. But the unique combination of realism and fantasy has made it a favorite for adults and youngsters alike.

Screens Shown

1 The instrument panel and radio stack are as realistic as those on a real plane.

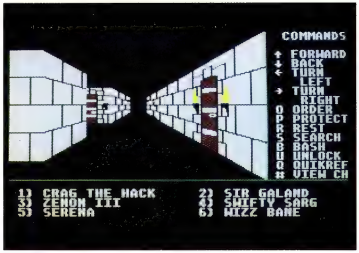
2 Learn to perform spins, loops, rolls, and other aerobatics with on-screen instruction.

Product Information

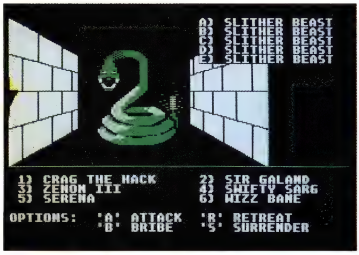
IBM, Tandy, and compatibles; 256K memory; CGA, EGA, VGA, or HGC card or equivalent. Mouse and joysticks optional. Microsoft, $49.95.

Hints & Tips

- Realistic navigational maps of VOR beacons and airports are included with the game. A road map will be useful when cruising over major cities.
- If you tire of fair-weather flying, you can set weather conditions ranging from overcast skies to windy storms with ground turbulence.
- You can instantly change views in mid-flight to look left, right, up, down, or backward, or even view yourself from a chase plane or airport tower.



1



2

Might And Magic

What is the secret of the Inner Sanctum? You have a long way to go before you can find out. There are 25 major quests to solve first in this very popular fantasy role-playing game.

You can use the pre-programmed characters or create your own. They can be of six types (knight, paladin, archer, cleric, sorcerer, or robber) and of five races (human, elf, dwarf, gnome, or half-orc). You decide whether they are good, neutral, or evil, but the computer assigns attributes of intellect, might, personality, luck, and other qualities.

Your troupe will have to cross oceans, search through dungeons, climb mountains, and explore castles to fulfill its missions. The subterranean towns of Varn contain shops for buying food and weapons, temples to minister to the sick and injured, training grounds to advance to a higher experience level, and inns which provide shelter between game sessions.

During your journey you will encounter 250 items of magic and learn to cast 94 different spells, including protection from fear, raising from the dead, or the finger of death. There are 200 monsters, some to fight, some to bribe, and some that might help your progress. But beware the treasure chests! They hold great riches, but each holds some unpleasant surprises as well.

Screens Shown

1 Some doors in the maze are securely locked, but others lead to places and people to help your party.

2 Your party's bravery and strength is challenged during an encounter with deadly slither beasts.

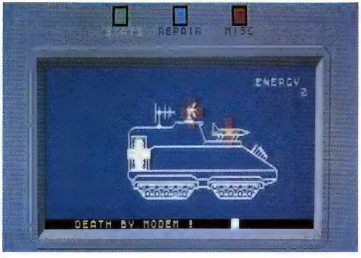
Product Information

IBM, Tandy, and compatibles; 256K memory; EGA, CGA or Hercules graphics. New World Computing, Inc., $49.95; tip book, $12.95.

Hints & Tips

- Be sure to talk to the blacksmiths in each town. They have equipment you need. And tavern keepers are excellent sources of gossip.
- Only five castles are on the map of Varn, but there is rumored to be another. Wizard Ranalou, the key to all castles, also believes in six.
- To escape pits or get over traps, try using rope, hooks, or levitations spells. Some of the long passageways may require a jump spell.

1



2

Modem Wars

Game designer Dan Bunten has had a hand in several of the most interesting computer games developed during the past five years. Now he's at it again with a strategy and action game designed to be played over the phone lines by two people at their own computers. *Modem Wars* is aptly named. You need the modem to communicate with others, and the game itself is the Sport of War.

You're the quarterback leading a gang of robotic players in the Global War League. There are Grunts, Riders, Boomers, and Spies. You're at the Comcen (command center), coordinating any of seven different game scenarios, and trying to figure out what your opponent on the other end of the line is up to. There are a variety of alternative game setups. Suffice it to say that Bunten has configured *Modem Wars* so that you can see only so much about what your enemy is up to, and must work hard to figure out more. For those who don't own modems, there is a single-player mode that lets you play against the computer.

But the real fun is in playing your friends computer-to-computer. And it won't matter what computer you use, since versions for different computers work with one another. There are already plans to have the CompuServe and Quantum online services provide player support and forums for online game play.

Screens Shown

1 Only robots can play football in the future, with the exception of the human quarterback — you.

2 You'll run your WAR battle from your comcen, which can fire missiles or drones.

Product Information

IBM, Tandy, and compatibles; EGA, CGA, Hercules monochrome, Tandy graphics; 256K minimum; keyboard-controlled. Electronic Arts, $39.95.

Hints & Tips

- Electronic Arts is coordinating an introductory offer to reduce the price of certain Anchor modems with the purchase of *Modem Wars*.
- You can use the single-player option to practice your skills before taking on human opponents via modem.
- Have a robot cross your opponent's back or center line to score points, or hit his comcen. Destroy his comcen and win.

1

2

Screens Shown

1 Lord Anekoji of the Hida fiefdom is trying to conquer neighboring areas to become Shogun of Japan.

2 Winning a war with the neighboring fiefdom of Mino depends on food, armies, and weapons.

Product Information

IBM, Tandy, and compatibles; 256K minimum; hard disk or two floppy drives; CGA or EGA graphics. Koei Corporation, $69.95.

Nobunaga's Ambition

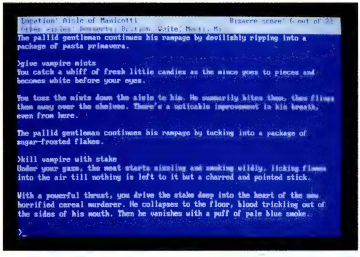
Nobunaga's Ambition is a stunningly good sophisticated strategy game that has been designed and produced with obvious attention to detail and an eye toward historical accuracy.

The game gets its name from Oda Nobunaga, who was a *daimyo*, or lord, in 16th century Japan. He attempted to unite all of the many fiefdoms throughout the country, but he was killed by one of his own subordinates. *Nobunaga's Ambition* is a combination economic and military strategy game, which offers you the chance to do what Nobunaga never finished — unite Japan. You can play the game with only 17 fiefdoms or with 50. Your personality and the conditions of your fief are very important throughout as you administer during peace and command during war.

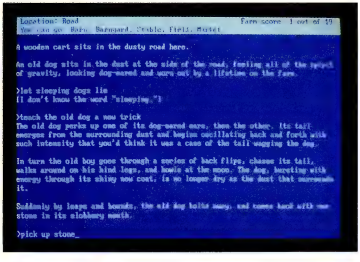
Maps are geographically and politically accurate for 16th century Japan. The 123-page manual includes information on the great daimyos of Japan's Warring States period, as well as sections on other aspects of history and warfare in that era. A foldout color map shows drawings of all the daimyos, their fiefs, and famous battles of the period. All actions are selected through menus and number responses, making game play easy and flexible.

Hints & Tips

- Try increasing the tax rate, but then give some back to the peasants to increase their loyalty to you.
- If you decide not to do anything during a particular turn, train the army. That doesn't reduce your resources or the army's morale.
- Non-aggression treaties with neighboring fiefdoms can enable you to field larger armies when waging war away from your home.



1



2

Screens Shown

1 Pick up some homonyms while you're in the shopping bizarre.

2 No cliche is too trite when it comes to buying the farm.

Product Information

IBM, Tandy, and compatibles; 128K memory; color or monochrome systems; blank disk required. Infocom, $39.95.

Nord And Bert Couldn't Make Head Or Tail Of It

If you're wild about words, perplexed by puzzles, or crazy about cliches, you're sure to enjoy *Nord and Bert*, a unique text adventure game.

Actually made up of eight independent short stories, *Nord and Bert* takes place in the town of Punster, where words are never what they seem. Each section is ruled by a different type of puzzle. Sometimes finding out just which kind of puzzle is in control is the hardest cipher of all.

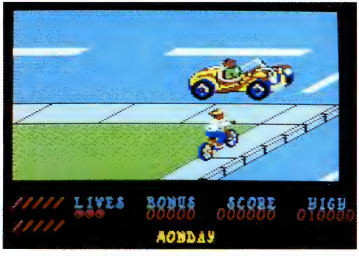
You can start in any of the first seven sections. Go to the Shopping Bizarre for a handful of horrible hononyms. Or run across to Buy the Farm and decide whether to put the cart before or behind the horse. Over in Act the Part, you'll be on stage in a nostalgic comedy complete with joy buzzers and pies in the face.

Crow and humble pie are blue-plate specials in Eat Your Words. You better know all the "jac" words for Play Jacks and be able to decide if a gritty pearl is like a melody in spoonerism heaven, Shake Your Tower. Only after completing all of these puzzles and Manor of Speaking (where the rooms have more personality than most people) can you enter the eighth puzzle, Meet the Mayor. But don't despair! There's a built in hint system to help you out.

Hints & Tips

- Confidence counts. When the computer's no help, type in "OK." It likes a positive attitude and might give a clue or your inventory.
- Often you will only have half of what you need to complete a phrase. Instead of getting a hint, check around for the other part nearby.
- Too many hints spoil the fun. Save them for when you really get stuck — and you will.

1



2

Paperboy

If you knew what your paperboy had to go through every day, you wouldn't complain when your newspaper landed in the bushes. Experience, if you will, the daily life of a paperboy.

Beginning with 10 papers, pick up extra bundles before starting on your route through the true suburban jungle. Pop the newspapers in the paperbox of your subscribers, or toss them through the windows of non-subscribers. (Your boss encourages you to be nasty to the uninformed.)

You have to avoid those objects found in every neighborhood: tires, motorcycles, gratings, dogs, skateboarders, and drunks. Bonus points can be earned by hitting gravestones, garbage cans, and birdbaths. But don't forget about your loyal customers. Miss their house, and they might cancel their subscriptions.

Once you've finished your route, head out for the practice track. You can get bonus points by hitting targets on the course while zig-zagging around obstacles. You're playing against the clock here, but you won't run out of papers. Just jump up ramps to get more.

At the end of a long day, go back to the office for a report from your boss. A perfect delivery might mean extra subscribers the next day. Bad luck and a bad arm might get you fired.

Screens Shown

1 Kids on scooters and skateboards would like nothing more than to keep you from delivering your papers.

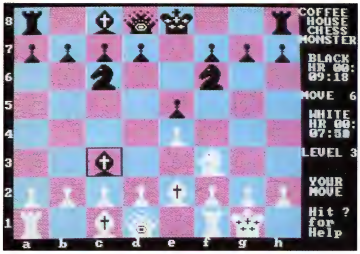
2 The traffic along your route is not going to yield to your bike.

Product Information

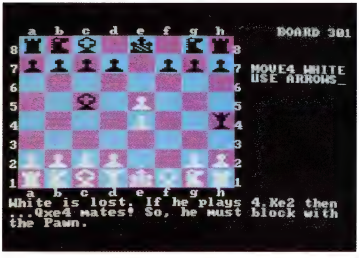
IBM, Tandy, and compatibles; 256K memory; EGA or CGA monitor; joystick recommended. Mindscape, $39.95.

Hints & Tips

- Your key to success lies in learning the patterns of the houses and obstacles. They remain the same in each game.
- Cross the street when traffic is headed toward you. And avoid the bully at all costs.
- The practice track also remains the same, so as you get experience, you should really be able to improve your score.



1



2

Paul Whitehead Teaches Chess

Paul Whitehead Teaches Chess is a unique computer chess package, and one that has found a solid niche among those who wish to seriously advance their knowledge of, and expertise in, the ancient game of kings. The program offers an excellent chess competition game called the *Coffeehouse Chess Monster*. It has all of the features you need in a computer chess opponent program.

But an even more important value is the extensive tutorial nature of the package. A former junior and American Open chess champion, Paul Whitehead presents on disk annotated instructions on everything from learning the game to more advanced topics such as opening principles, tactics, and end games. There are also explanations of King and Queen Pawn openings, other opening strategies, King and Pawn endings, and much more. A large foldout "road map" comes with the program to show all of the topics as they branch out from one another on disk.

Enlightenment also offers several other chess education programs in a similar vein. *Jeremy Silman's Guide To Chess Openings*, *50 Annotated Chess Classics*, and *Bobby Fischer's Career* are a few of them. The attention to detail is good, and the chess instructional value is first-rate.

Screens Shown

1 The Coffeehouse ChessMonster is an opponent generated by the computer.

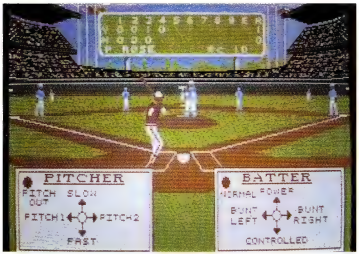
2 One of the opportunities to learn more about the game is to study the computer's analysis of each move.

Product Information

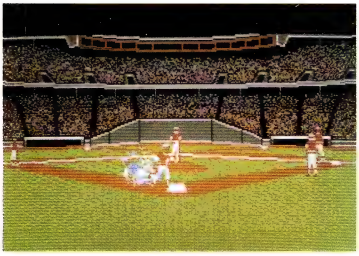
IBM, Tandy, and compatibles; 256K minimum; color or monochrome systems. Enlightenment, Inc., $34.95.

Hints & Tips

- The branching structure of this package lets you toggle forward and backward to advance or review information about different topics.
- All tutorials can be loaded into the *Coffeehouse Chess Monster* that's included in the package. And you can switch between the two easily.
- The instructions include additional topics such as sacrifices, breaking out of a pin, checkmating combos, surprise checks, and many others.



1



2

Pete Rose Pennant Fever

You're sure to find all the action and excitement of America's favorite pastime in *Pete Rose Pennant Fever*.

Designed with advice from the current manager and former star of the Cincinnati Reds, *Pennant Fever* lets you take an expansion team through ten seasons in a 24-team baseball league. As the field manager for your team, you get to call the pitches and plays, control the starting lineup, and decide when substitutions are necessary.

The players pitch, hit, run, field, throw, and steal under your control. You can really make careful decisions with your eight different viewing angles. You can watch from behind the plate, from first, second, and third base, and from four outfield positions.

As an added aspect, *Pete Rose Pennant Fever* also lets you become your franchise's general manager. In this capacity, you will add players to the team by deciding on draft choices. Finances also lie in your hands, so you have to be careful when negotiating your players' salaries.

The fate of your expansion team from dugout to pitcher's mound to front office, lies with your management.

Screens Shown

1 The power of both pitcher and batter can be selected by players.

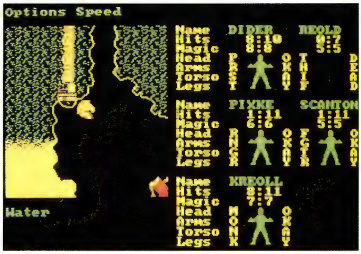
2 A fast throw to second can prevent a steal.

Product Information

IBM, Tandy, and compatibles. 512K minimum memory. EGA or CGA graphics. Joystick optional. Gamestar, $39.95.

Hints & Tips

- *Pete Rose Pennant Fever* includes digitized voice and sound for a more realistic game play.
- Don't let long drives to the wall fool you. It's a lot safer to play the ball off the wall.
- Move your player around the line-up until you find the best spot on the roster for him.



1

2

Screens Shown

1 Your party must overcome the dangers that lie in wait on its trek between villages.

2 On the Astral Plane, members of your party can be resurrected or turned into the undead.

Product Information

IBM, Tandy, and compatibles; 256K minimum memory; CGA graphics. Strategic Simulations Inc., $39.95.

Phantasie III: The Wrath Of Nikademus

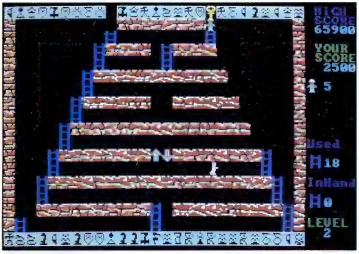
One of the most popular fantasy role-playing series in computer gaming is the *Phantasie* world from SSI, a company that also makes very successful strategy war games. *Phantasie III: The Wrath Of Nikademus* is the latest and most ambitious in this series.

As in the two earlier *Phantasie* games, you put together a band of from one to six adventurers with whom you will battle the forces of evil—specifically Nikademus, the Dark Lord. You can also bring to this game characters that you've created and gained experience with in earlier *Phantasie* games.

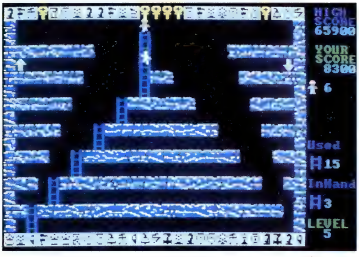
Nikademus and his evil legions are bent on destroying the continent of Scandor. You must battle your way with your group in order to confront the Dark Lord. The journey will include the Astral Planes of Light and Darkness as well as wilderness areas and dungeons. Using magic spells and a variety of other weapons, your band works its way forward. This edition of the *Phantasie* series features more options for attack and defense, greater flexibility in improving specific character traits as the adventurers gain experience, and increased playing speed. It's a big bad world out there, and it will take a long time to conquer.

Hints & Tips

- You can play *Phantasie III* even though you haven't played the first two games in the series. It's considered an Introductory-level fantasy game.
- You choose your band from among humans, dwarfs, elves, gnomes, halflings, or random creatures. Choose well; balance is everything.
- If one of your band is badly injured or dies, you can pick new, inexperienced members to replace him or her when you visit towns.



1



2

Pharaoh's Revenge

If you liked *Pac-Man*, *Lode Runner*, *Donkey Kong*, and *Mario Bros.*, you'll probably love *Pharaoh's Revenge*. It's a classic yet original addition to the maze-chase genre, and fully the match of arcade-style games on other computers.

In the role of a greedy explorer with some characteristics of Indiana Jones, you have to make your way through a maze of ancient passages to grab your prize — a treasure trove of golden Egyptian ankhs. There are numerous gaps and pits in the maze, and to scale them you have to carry ladders with you wherever you go. You can carry only six ladders at a time, but luckily you have a nearly endless supply of them stashed on the bottom floor of the maze.

However, there's one catch (as always): You are persistently pursued by a rampaging mummy. The mummy's slightest touch means instant death, and it follows you relentlessly.

Fortunately, the mummy runs faster than it can think (a likely result of having been in a state of decomposition for 6,000 years or so). You can usually outsmart it, but you can never tire it out.

Each time you recover all of the golden ankhs in the maze, you advance to a new, different maze. Another game feature even lets you create your own mazes.

Screens Shown

1 You have to collect all the ankhs before you can escape from each room.

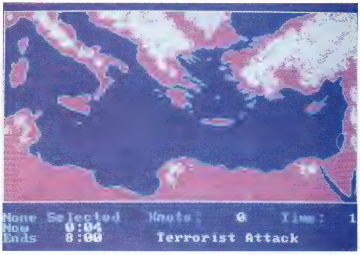
2 If the mummy manages to corner you on a ladder, jump off of it to avoid him.

Product Information

IBM, Tandy, and compatibles; CGA or EGA graphics; Apple II disk included in same package. Publishing International, $29.95.

Hints & Tips

- If your keyboard has one of those upside-down "T"-shaped cursor keypads, you'll probably find it more precise than using a joystick.
- Watch out for closed "pits" on some levels. If you jump or fall and aren't carrying a ladder, there's no way out. Press F7 to end the round.
- Early on, set up ladders at each end of the bottom passage for escape routes. Then you won't be trapped if chased into a bottom corner.



1

2

PHM Pegasus

PHM Pegasus is a cross between a simulation and a shoot-'em-up game that emphasizes quick tactical thinking and fast action. It's a naval combat simulator that places you on the bridge with a realistic point of view of the action, but this warship is unique. It's a high-speed hydrofoil patrol boat. It's armed with a 76mm cannon for close combat against small targets, and with guided missiles for lethal strikes against larger targets up to 40 miles away. Depending on which scenario you choose to play, you may find yourself aboard a hydrofoil of the US Navy, the Israeli navy, or the Italian navy.

The scenarios are modern, too. You can go into battle against Soviet-made helicopter gunships; chase down drug-running speedboats; fight terrorists; run a gauntlet of enemies who are trying to prevent you from carrying important peace documents out of the Mediterranean; or escort supply ships out of the Persian Gulf. And, just for fun, you can travel back in time and face combat with the German superbattleship *Bismarck*.

PHM Pegasus gives you control over the throttle, rudder, defensive radar, targeting radar, high-speed cannon, guided missiles, and chaff gun. On-screen instruments let you monitor your speed, heading, fuel, ammunition, and damage, and you can even sight your targets in binoculars.

Screens Shown

1 Your enemies are located along the Mediterranean coastline in the Terrorist Attack scenario.

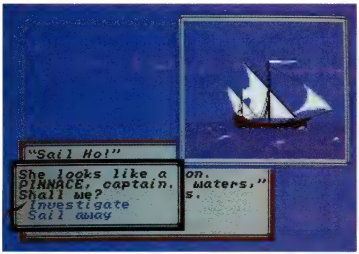
2 Get a close-up view of enemy ships before attacking with the binocular sight.

Product Information

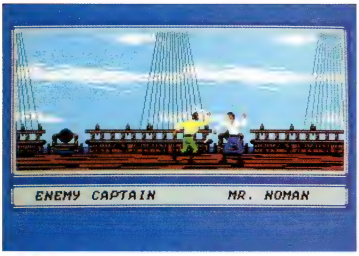
IBM, Tandy, and compatibles; 256K memory; CGA, EGA, or HGC card or equivalent. Electronic Arts, $44.95.

Hints & Tips

- Don't attempt combat with terrorists and other enemies until you've passed the training scenarios to master maneuvering and weaponry.
- Save guided missiles for distant targets and larger ships. Use guns for smaller, closer targets.
- If you try to fight the *Bismarck*, beware. Unlike foes in other scenarios, it's heavily armed and armored. A single hit will sink you fast.



1



2

Pirates!

Pirates! is an excellent blend of both action and strategy, with more than 70 different color screens and pictures. At a time when pirates sail the seas, you are a novice adventurer trying to amass a fortune in the West Indies. You choose from among six time periods, including the 1560 Silver Empire to the Pirates' Sunset in 1680.

You can follow a famous expedition, such as Francis Drake's 1573 Silver Train Ambush, or make up your own plans of attack. There are four possible nationalities — English, Spanish, French, or Dutch, and four difficulty levels.

On the open seas, you'll learn to recognize galleons, frigates, baroques, or other ships that might hold a horde of gold or a fortune in hides. You have to decide whether to risk the lives of your men with a boarding party or risk damaging a valuable enemy ship by firing on it.

When you land in one of the dozens of ports, including St. Augustine, Martinique, Cartagena, and Belize, you can attack or just visit the local tavern. But find members of your family and you can put together pieces of a map to an Incan treasure. With that much money, you could retire in style.

Screens Shown

1 When you run across a ship, you can either go in closer to investigate or retreat.

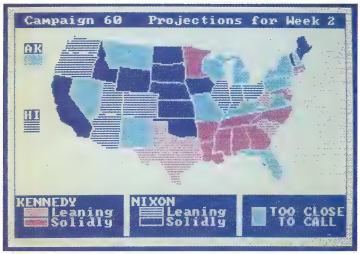
2 If you can board a ship and kill its captain, the vessel, its cargo, and its men become yours.

Product Information

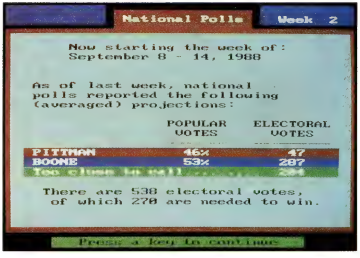
IBM, Tandy, and compatibles; 256K memory; EGA or CGA graphics; joystick and mouse optional. Microprose Software, $39.95.

Hints & Tips

- *Pirates!* comes with an 80-page manual and historical primer on pirates. There is also a map of the Spanish Main for your reference in the game.
- Don't attack a port, land to one side and have your men march in. If you sail in, chances are they will fire on you and sink a ship or two.
- If you're new to *Pirates*, start as a swordsman. Once you have some experience, begin with medical skill. You'll live longer and heal yourself.



1



2

Screens Shown

1 The historic 1960 election between Kennedy and Nixon can be replayed with *President Elect*.

2 In a fabricated election, the national polls predict a close race in week two of campaigning.

Product Information

IBM, Tandy, and compatibles; 256K RAM minimum; CGA required.
SSI, $14.95.

President Elect: 1988 Edition

If you have seen enough of presidential politics and campaigning to know that *you* could do it better, then *President Elect: 1988 Edition* is the computer game for you. The first edition of this game was released in 1981 and became a big hit—especially around the time of the 1984 election. This second edition includes everything the first game had, and more. It also updates the political scene to take into consideration all of the major Presidential players for the 1988 contest.

President Elect puts you in the driver's seat as a campaign manager-candidate for the highest office in the land. There are 69 candidates included in the game, each one rated for strengths and weaknesses in areas such as social views, foreign policy, speaking ability, magnetism, economic views, and other aspects of policy and personality. The game covers nine weeks between Labor Day and election day. During those weeks, you do everything the real candidates do—state, regional, and national campaigning; debating; foreign visits to boost foreign policy credibility. The list goes on and on. There's very little that's been left out of the process.

President Elect lets you replay history back to 1960, complete with the demographics and candidates. Or, you can rewrite history to see *what if?*. You can even run for the office yourself to see if you're Presidential material.

Hints & Tips

- The game booklet gives a summary of presidential elections starting from 1960. Replay the contests and learn a lot about American politics.
- Do not overlook the management of details. When first playing, make sure you understand how the details are coordinated.
- Know your candidate's strengths and weaknesses. For example, a candidate weak in speaking and personality should avoid debating.

1

2

The President Is Missing

Presidents come and presidents go, but they're not supposed to disappear at an economic summit meeting. That's what has occurred as you enter the world of *The President Is Missing!*. Terrorists have kidnapped the president as well as several other heads of state, and are now making demands that could bring the world to nuclear war.

As tensions mount and the news accounts grow more alarming, you must sift through mountains of information and disinformation to track down the kidnappers and their hostages before it's too late.

The President Is Missing! is a sophisticated and complex game of intrigue, deduction, and suspense. Don't expect to sit down and solve this one in an evening, even if you're an experienced game player. A 30-minute audio cassette comes with the game, and includes newscasts and other auditory information that may provide clues. You search through the CIA's central computer trying to piece together names, places, motives, and other information. The pressure mounts as you realize that the president's absence is possibly just one aspect of a larger plot.

Screens Shown

1 The kidnappers sent this picture of the president as a hostage to prove he had been captured.

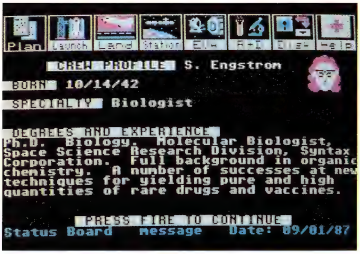
2 You have access to the files containing dosiers on every possible suspect.

Product Information

IBM, Tandy, and compatibles; 256K minimum; supports all graphics cards, including CGA and EGA; includes audio cassette as part of game. Cosmi, $29.95.

Hints & Tips

- You can save the game to disk as you play, allowing you to continue to advance over time without having to start over.
- You'll find the audio information very helpful. But you will probably have to listen to some of it more than once as your knowledge increases.
- The CIA data banks and the wire service news reports contain much information. Your deductive powers will be put to the test throughout.



1

2

Screens Shown

1 You have to choose a crew whose talents and personalities complement each other.

2 When the crew is hired and the other finances settled, you're ready to launch your shuttle.

Product Information

IBM, Tandy, and compatibles; 256K minimum; EGA, CGA, or Hercules graphics; joystick optional. Accolade, $14.95.

Project Space Station

You are the Mission Coordinator for the development of a working space station. NASA's future lies in your hands. You not only handle all the administrative tasks inherent in a project of this size, but also design and build the station and choose a crew.

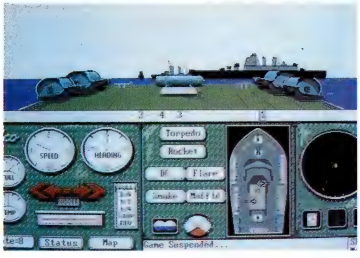
Once you have balanced the budgets of scheduling, public relations, salaries, and expenses, start purchasing the equipment and modules you will need from independent contractors. In selecting a crew, choose compatible skills and personality. There are 32 different members, each with a specific occupation (from astronomer to minerals engineer) and a specialized talent. Read their personnel files to learn more about them.

When all systems are go, launch your shuttle with its cargo of equipment and components, and pilot it to the correct planetary orbit. After you have docked, you can start building the station and begin extra vehicular activities.

Finally, when the station is built, it is your job to make the incrediable expense pay off. You should get contracts for deploying satellites and work on research and development programs. Without the income you earn, NASA will not be able to keep the space program going.

Hints & Tips

- Modules will be the most important equipment you buy, so choose wisely. Don't buy a docking module — there's already one in space.
- Your POD is a valuable vehicle, but it is not invincible. Be careful using a jet pak, and try not to bump into modules and other items.
- The power and radiator modules are can be rotated to fit into your station's design. Just dock them to the top or bottom of a docking module.



1

2

PT-109

Patrol torpedo boats were among the most daring craft during World War II. The vessels were up to 100 feet long, but were still highly maneuverable and could venture into areas other ships could not.

You are the captain of PT-109 traveling the Pacific Ocean and Mediterranean. The enemy is always around you, fighting from sea and air. With careful planning, your arsenal of weapons will be more than ample to hold them at bay, whether you encounter them on patrols or launch a full-fledged campaign. But if necessary, radio for help from other PT boats or aircraft that are in your sector for help.

Your position at the helm of PT-109 puts you in charge of control four 90 degree views; checking damage reports; spotting enemy ships and planes; setting off flares and smoke screens; viewing by map or binoculars; an auto-pilot switch; firing weapons (torpedoes, cannons, rockets, depth charges, and machine guns;, and all other controls and gauges.

The 45 day or night missions will be set in the Phillipines, the Solomon Islands, New Guinea, or the Mediterranean Sea. There are four levels of difficulty, plus a training mode for beginners.

Screens Shown

1 Become familiar with ally and enemy vessels so you can recognize them when you're on patrol.

2 You have an effective arsenal of weaponry to destroy the enemy.

Product Information

IBM (including PCjr), Tandy, and compatibles; 384K minimum memory; EGA or CGA graphics; mouse optional. Spectrum Holobyte, $39.95.

Hints & Tips

- If you are attacked by a submarine, don't panic. You have four rolling depth charges. Just don't waste them too quickly.
- A good captain *never* gets lost. Study your map to find the position of the enemy, then move out in pursuit.
- If you don't feel like a long patrol, you can dive right into battle with the "jump to action" option.

1

2

Rampage

Those monsters from the Grade-B movies of yesteryear are out for revenge. In *Rampage*, Ralph the Wolf, George the Big Ape, and Lizzie the Lizard are bent on destroying 132 world cities.

Ralph with his powerful punch, George with his climbing ability, and Lizzie with her quick moves are munching and crunching their way through the cities (and their populations), even going back to some of their favorite places for seconds. Their favorite trick is to punch a hole in a building and grab the people inside for a fast food snack. But they also like to knock helicopters out of the air and devour soldiers, although dynamite upsets their stomachs.

The monsters gain energy by eating innocent civilians, SWAT teams, goldfish, hamburgers, or almost anything else that's lying around. They lose energy by getting wet, eating cacti or candles, or punching electrical objects that are still plugged in.

The one to three players can earn points for basic destruction by slamming a wall or tank, by picking up money or safes, or by picking flowers. The action is fast and furious, and you'll love being a real monster for a change.

Screens Shown

1 George, Lizzie, and Ralph attack together in the EGA version of *Rampage*.

2 George takes on helicopters in Preoria in the CGA game.

Product Information

IBM, Tandy, and compatibles; CGA or EGA graphics required; joystick recommended. Activision, $37.95.

Hints & Tips

- Monsters don't have to feel loyalty for one another. If the others shrink to human size, don't hesitate to have them for lunch.
- Some of the larger vehicles, like trollies, might make a tasty snack. Maybe you should get another critter to help you whip it into shape.
- Pay attention to the information given on each city. Learning their strengths and weaknesses will help decide your plan of attack.

1

2

Rocket Ranger

Inspired by those mad-scientist classics and old space serials, *Rocket Ranger* contains chaos, kidnapping, crises, callous criminals, and camp. As the 1940's hero, you have received a gift from the future — a future in which the Nazi regime won World War II.

A group of scientists from the 21st century have travelled through time to bring you a jet-propelled rocket suit, a ray gun, and a decoder wheel. It doesn't sound like much when you realize that only you can save the present and future from galactic Nazism.

The Third Reich will stop at nothing to destroy you. They have kidnapped the daughter of an eminent scientist to try to trap you. But beware their mind-control machines. If you become a zombie, you'll never be able to change the course of history.

Rocket Ranger is an interactive, non-linear game with roots in Buck Rogers and Flash Gordon. Just like the serials of yesteryear, it is divided into episodes, each one ending in a cliffhanger. Will our hero escape the evildoers, or will Nazis forever rule the universe? Tune into *Rocket Ranger* for the answer.

Screens Shown

1 With your futuristic jet pack, you can destroy whole air fleets without a plane.

2 You can change the future by defeating the Nazi forces of the 1940s.

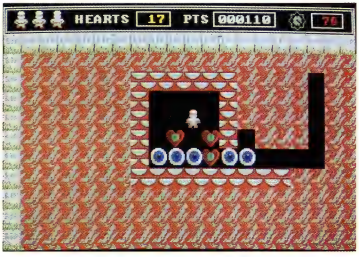
Product Information

IBM, Tandy, and compatibles; 384K minimum memory; EGA and Tandy 16-color graphics (no CGA); joystick optional. Cinemaware Corp., $49.95.

Hints & Tips

- The best way to slow down the Nazis is to establish troops on countries they haven't conquered yet. When they invade, it will take them longer.
- Remember that your agents will give you key information. You need to check with them as often as you can — but only in the War Room.
- Learning to manage your lunarium supply is a key to success. Find a new source for the energy element early in the game.

1



2

Rockford

In *Rockford*, an arcade game based on *BoulderDash*, your single-minded quest as the world's greatest archeologist is to collect treasure, all kinds of treasure, from golden masks to Indian pennies. But it's not as easy as it sounds.

In some cases you can just walk over and pick up the items. But it could be that the object you grab is supporting a wall, and you have to remove it without getting squashed under a ton of computer rock. There are also monsters to avoid. Some of them move in set patterns that are easy to learn, but others are bent on your destruction and will chase you.

There are four levels on each of *Rockford's* five worlds and four screens on each level. You're racing against the clock, but you have to collect a certain amount of treasure before the doors will open and let you escape into other rooms. In some rooms, the only way to earn enough treasure is to find the monsters that create items when pulverized.

The role-playing Rockford becomes the Hunter in the Caverns of Craymar, the Cook in the Kitchens of Kyssandra, the Cowboy in the Search for El Dorado, the Spaceman in the Deep Dark Depths of Outer Sapce, and the Doctor in Doctor Frankenstein.

Screens Shown

1 Rockford must hunt through the Caverns of Craymar for a Pharaoh's lost treasure.

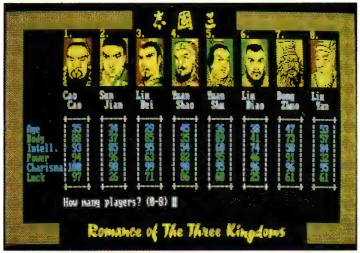
2 Collect hearts from Dr. Frankenstein's lab without being destroyed by his monsters.

Product Information

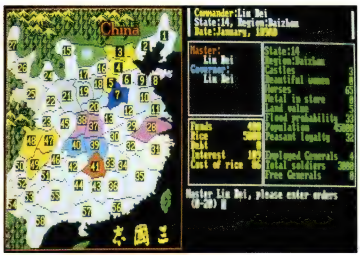
IBM PC, Tandy, Amstrad, and all compatibles; CGA or EGA graphics; color monitor; joystick recommended. Arcadia, $39.99.

Hints & Tips

- Watch out when you remove objects from walls. On some levels the wall grow horizontally, and you can get trapped.
- The taps in Frankenstin's laboratory drip blood instead of water, but you can still use them to put out fire.
- Snakes are magical reptiles that can transform items. Some snakes can alter rocks into treasure. Others, however, can turn treasure to rock.



1



2

Screens Shown

1 Choose which Master warlord you want to be as you fight to be ruler of ancient China.

2 You can invade lands or join with other Masters to unite the chaotic territories.

Product Information

IBM, Tandy, and compatibles; 256K memory; hard disk or two 5-1/4-inch floppy drives; CGA or EGA graphics. Koei Corporation, $69.95.

Romance Of The Three Kingdoms

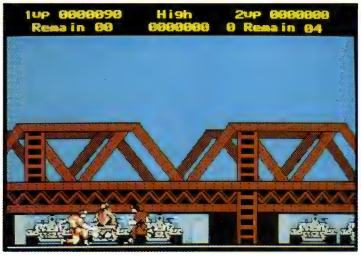
The second Han Dynasty has collapsed in ancient China, and now you have the chance to reunite the country under your leadership. Warring generals fight under the command of powerful warlords, and chaos reins. This is the setting for *Romance Of The Three Kingdoms*, an economic, military, and political simulation that is both challenging and exciting. Similar in some game play aspects to Koei's *Nobunaga's Ambition*, *Romance Of The Three Kingdoms* can stand on its own as an engaging and unique strategy game.

There are five scenarios, with each successive stage bringing China closer to reunification. The number of potential rulers diminishes, but the competition gets tougher. There are ten levels of difficulty and from one to eight players can take part. The first scenario is chaos, but by the fifth scenario, China is ruled by three kingdoms. If you win in earlier scenarios, you advance to the next one. But you can play any scenario at any time.

Koei's attention to historical and gameplay details is admirable. Menus and number selections are used to simplify each part of the game, from negotiating, to battle, to economic administration and training soldiers.

Hints & Tips

- Raise the intelligence level of a general by presenting him with books, but only if another general with more intelligence is also present.
- Use covert action to sway the loyalty of a general you want to recruit, if you think the general may resist your offer at first.
- Don't leave rations unguarded. They will be taken.



1

2

Rush 'N Attack

Your country has called you to duty. Deep behind enemy lines, you have been dropped with only a knife to protect you. Your mission? To free dozens of prisoners of war held captive in a heavily fortified, remote camp.

To reach your countrymen, you must travel on a perilous journey. Use platforms and ladders to infilrate deeper and deeper into enemy territory. There are four enemy defense installations to search out and conquer, including the missile base, harbor, bridge, and, finally, the prison camp.

Along the way you will encounter the enemy in all his many disguises. Enemy guerillas must be killed one by one. Seize their weapons to strengthen your own position. Those in white carry flame throwers, rocket launchers, or grenades. Any of the weapons you can claim will help you, since you still have to deal with attack dogs, helicopters, and troops of guards in the camp.

Rush 'n Attack is a game for one or two players. You have three chances to reach the prison camp, but receive one extra life when you reach 30,000 points. With each 70,000 points from then on, you will earn another life.

Screens Shown

1 At first, you are armed with only a knife. Take your opponents' weapons and use them.

2 The missile base is only the first level of your journey to rescue your countrymen.

Product Information

IBM, Tandy, and all compatibles; 384K memory for CGA, 512K for EGA; color monitor recommended; joystick recommended. Konami, $34.95.

Hints & Tips

- Watch out for the enemies' bullets and missiles. You can avoid them best by simply lying down or jumping.
- Sometimes your weapons won't seem effective enough to defeat the enemy, but you *can* destroy other things with them.
- Keep your mind on your goal — the prison camp. Always keep moving forward, or the enemy might surround you.

1

2

Sargon III

One of the first names in computer chess programs continues to be *Sargon* from Spinnaker. *Sargon III* is powerful and is loaded with features. Whether you're just beginning to play chess or consider yourself an experienced player, *Sargon* offers you all the chess you could ask for.

There are nine levels of play in the game, ranging from Beginner to Master, and more than two dozen special features. Changing sides; inverting the board; drawing offers; replaying games; saving and printing games; analyzing games; using chess clocks; and configuring your options menus — the list is extensive. There are also more than 100 great games from history, ranging from the mid-nineteenth century through the 1970s. Try your hand at taking over for either Bobby Fischer or Boris Spassky in one of the 1972 world championship games, for example. You can watch the games played, but also jump right in and see what you can do with particular positions. A total of 45 chess problems are included for endgames, general tactics and strategy, openings, and forced mates.

The manual includes a summary of chess rules, explanations of all special features, a list of all the classic games, and an overview of the "problems" included with the program. You can also get a reduced-rate membership in the U.S. Chess Federation for buying *Sargon III*.

Screens Shown

1 There are nine different levels of game play with more than 68,000 computer moves.

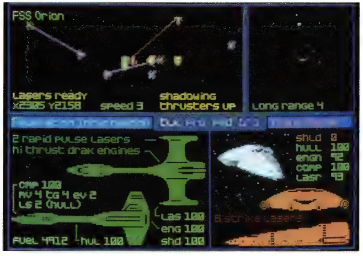
2 The computer can recap and analyze a game that has already been played.

Product Information

IBM PC/PCjr, Tandy, and compatibles; 128K minimum; 3.5" version requires 256K minimum on Tandy, PC, and PS/2; CGA or monochrome. Spinnaker, $19.95; $29.95 for 3 1/2-inch disk.

Hints & Tips

- Beginning chess players should use *Sargon III*'s auto-play mode. Watch the computer play games against itself and improve your strategy.
- The game will suggest possible moves for you if you're stuck, or if you want to use this feature to have an active coach as you play.
- As the levels of play increase, so does the amount of time that *Sargon III* "thinks." The opening level responds in five seconds, and is the easiest one.



1

2

Sentinel World I: Future Magic

The usually peaceful interstellar commerce in the Caldorre system has been harshly shattered. Enemy raiders are destroying the all-important cargoliners, threatening trade throughout the entire galaxy.

You are part of a squadron of interceptors being sent by the Federation. A crew of five cadets must be specially chosen to capitalize on each one's special talents and experiences. Once your crew is chosen, plan a strategy based on their traits and training.

But your plan can change with each new item of informations you receive. You'll be interacting with new characters, and each conversation is context sensitive. Use each detail to decide whether to board or blow up enemy ships. You can battle the raiders in space or transport them to planets for ground combat.

There are more than 150 pictures in three complete environments in *Sentinel World*. You'll be deciding when to atomize the enemy, when to use your all-terrain vehicle for planet exploration, or when your infra-red combat helmet is needed. The combination of strategy and action makes for hours of exciting game play.

Screens Shown

1 Defend the Federation's cargoliners with different lasers.

2 Converse with every character you meet throughout the star system.

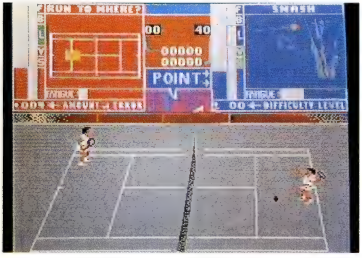
Product Information

IBM, Tandy, and compatibles; CGA, EGA, or Tandy 16-color graphics. Electronic Arts, $49.95.

Hints & Tips

- When forming your party, be sure to develop solid combat skills and character traits. Your success may depend on it.
- When you're in the middle of combat, learn to use doors. You might need to beat a hasty retreat.
- Keep an eye on "reconnissance skill."

1



2

Serve and Volley

The action in *Serve and Volley*, a tennis simulation game, is fast and furious. Your strategy will require quick decisions and fast reactions. Ball placement, timing, and form mean the difference between winning and losing.

You can choose from three levels of difficulty (fast, medium, and hard) or a practice session to get warmed up. Then select one of three court surfaces on which to play. You can pick your own strengths before getting started. The computer can make adjustments for endurance, forehand vs. backhand, or power vs. accuracy.

At service, you can select among, top spin, first serve, or slice. There are five options for returns: volley, forehand, smash, lob, and backhand. You can enjoy friendly match or enter a cutthroat and tension-filled tournament.

Serve and Volley can be played by one person against the computer or two competing players. Statistics for each match can be saved, and the computer can simulate a game (or just give the outcome) between any two players based on past performances.

Screens Shown

1 You can select the difficulty of the game, what type of match, and the court surface.

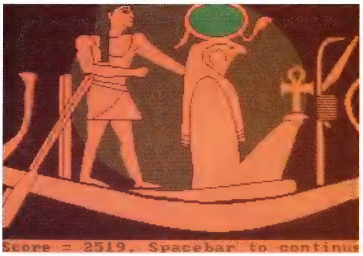
2 Once on the court, you have options for each serve and return.

Product Information

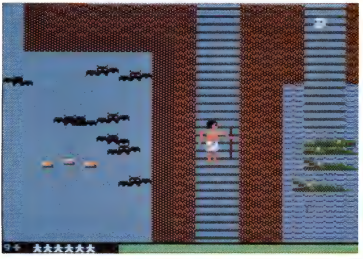
IBM PC, Tandy, and compatibles. Accolade, $39.95.

Hints & Tips

- Select yourself as "computer" when you are seeded on the player list, and also as "joystick player." Then you'll be able to play yourself.
- In a tourmament, you can opt to "view match" or "see match results." The latter is much faster, since the computer plays off-screen.
- *Serve and Volley* boasts "strobe-o-stroke" graphics, a very lifelike type of animation.



1



2

The Seven Spirits Of Ra

Three thousand years ago there lived a great Pharaoh named Osiris. He ruled his people wisely and well, and was revered by them. Harumheb, the High Priest of Egypt, became consumed by jealousy for Osiris. When Set, the God of Darkness, bade Harumheb to kill the pharaoh, he did. Osiris's body was scattered and was eaten by beasts and birds.

Without his body, Osiris was banished to the Land of the Dead, ruled by Anubis. Here his seven spirits — body, soul, double, shadow, spirit, form, and name — are trapped unless his body can be rejoined.

You must search through the tunnels and tombs and pyramid mazes of the Land of the Dead. Isis, the protector of wanderers, will help you and you can earn talismans of strength to ward off snakes, vultures, mummies, and crocodiles. There are powerful gods below as well, including Apu the Serpent, and Hetsaphet, Guardian of the Staff of Light. The spirits of the creatures who have eaten Osiris's body dwell in the Land of the Dead as well. Defeat these masters and their spirit is released. Osiris can then transform himself into the master. Find all seven and he can enter the Passage of Rebirth.

Screens Shown

1 The story of Osiris is based on an Egyptian legend thousands of years old.

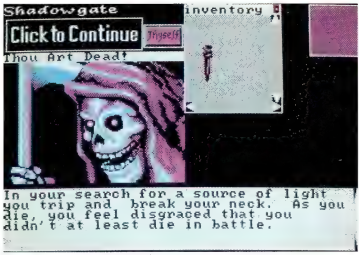
2 Crocodiles and skulls can prevent Osiris from reuniting his spirit.

Product Information

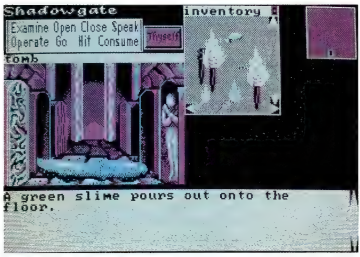
IBM, Tandy, and compatibles; PCjrs with extended memory; 128K minimum emory; EGA or CGA graphics; joystick optional. Sir-Tech Software, $49.95.

Hints & Tips

- Learn to tell the difference between mushrooms and toadstools. Mushrooms can restore Osiris' health after he is injured. Toadstools are deadly.
- You might want to copy down the hieroglyphics. They contain practical information, hints on items to find, or secret passwords.
- Discover the traits of each animal. Finding out, for example, that snakes are only deadly when provoked, can get you out of a sticky situation.



1



2

Shadowgate

The great fortress of your land, once the shimmering firmament of a good and powerful country, has fallen into ruin. It is now the ominous lair of the Warlock Lord, who is wreaking havoc on your people.

You are the last in the line of kings who have ruled for centuries. Only you can restore the country to freedom and tranquility. A great Druid wizard, Lackmir, knows that time is running out. The Warlock Lord, Lackmir tells you, is about to raise the deadliest Titan in all history, Behemoth, from the center of the earth. The fortress of Shadowgate must be infiltrated without delay.

The creators of *Deja Vu* and *Uninvited* have once again created a world inhabited by frightening dragons, trolls, and demons. As you explore Shadowgate, you'll find that almost every object except exits can be manipulated or will add to the story. Hold conversations with everyone you meet to gain more information and vital clues. An inventory of your items is kept on screen, and you can examine and open everything from skulls to stranger's pockets. Everything you see and everyone you meet will help you destroy the Warlock Lord.

Screens Shown

1 You have to keep one torch lit at all times. Castles are not safe in the dark.

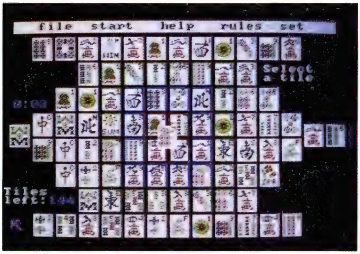
2 A mysterious slime pours out of a sarcophagus in one of the rooms.

Product Information

IBM PC, Tandy 1000, and all compatibles; 512K memory; color monitor; mouse or joystick recommended; blank disk optional. Mindscape, $44.95.

Hints & Tips

- There are certain places you'll not be able to get through. For example, don't try to get past the dragon. Just find some items and run.
- You'll have to keep a torch lit throughout the game. Find some inside the castle, then light them from the torch you're carrying.
- If you are carrying too many items when you cross the rickety bridge, it will collapse under you. Get rid of some of your objects first.



1

2

Shanghai

Shanghai is based on the ancient Chinese game of Mah-Jongg, in which the player removes pairs of matching tiles from stacks of connected tiles. While the concept is simple, actual game play is both challenging and subtle. Mah-Jongg captivated the U.S. earlier this century. It became a national craze, and many people owned a set of Mah-Jongg tiles. The Activision (Mediagenic) computer version of the game is every bit as engaging and addictive as the real thing. It has already become a popular entertainment program on several different kinds of computer.

There are a total of 144 tiles on the screen, stacked in formations that are called the Dragon. The pieces include 108 suit tiles, 12 dragon tiles, 16 wind tiles, four season tiles, and four flower tiles. Every time a new game begins, the tiles are distributed in Dragon formation on a random basis. The stacks range from one to five tiles high, and your challenge is to remove matching pairs of tiles that are not hidden under other tiles or locked in by stacks.

Shanghai has four modes of play — solitaire, team effort, tournament play (in which different people try their hands at the same Dragon), and challenge games with a time limit. The variations are limitless, and the game is always fun.

Screens Shown

1 The 3000-year old Chinese game of Mah Jongg is simple to learn -- just match the tiles.

2 A completed game will fill in betweem the head and tail of a dragon.

Product Information

IBM, Tandy, and compatibles; 256K RAM and PCjr with 128K RAM; color graphics card required; joystick optional with PCjr and Tandy machines. Activision, $37.95.

Hints & Tips

- There is a Help menu that gives you the option of backing up, starting over, showing all moves, peeking under tiles, and offering strategy aids.
- You will have a tendency to begin matching tiles and pulling them off the screen right away. But take your time to study the board thoroughly.
- The game is over when you run out of removable matching tiles. Try to avoid stranding tiles and locking in tiles by a too-hasty attack.

1

2

Sky Fox II: The Cygnus Conflict

The *Skyfox* Xenomorphs are back and are ready to battle again. Earth's Terran Federation has sent you, in the highly advanced warpfighter, to the Cygnus constellation. The Xenomorphs have established starbases in that dark corner of the universe and you must destroy them before they annihilate Earth.

Your Skyfox is armed with neutron disruptors, photon pulse bombs, anti-matter mines, shields, and scan monitors. But technical weapons aren't enough to help you find and wipe out all fifty starbases. You have to navigate at up to nine thousand kilometers per second through the Cygnus system, avoiding asteroid belts and the Star Guard. Use the Wormholes to your own advantage. Created from by-products of black holes, Wormholes enable the Skyfox to fly faster than light.

Remember that some starbases can be used to your own advantage. They contain an arsenal and energy supplies and have repair ports. Other starbases are totally overrun with Xenomorphs.

There are ten dangerous missions to fly, from protecting your Ambassador from enemy sky raiders in "Diplomatic Immunity" to hyjacking a convoy carrying a top-secret weapon in "Grizzly Encounter." Five risk levels allow you to move up from Cadet to Ace of the Base.

Screens Shown

1 Your photon bombs are effective on asteroids and enemy ships alike.

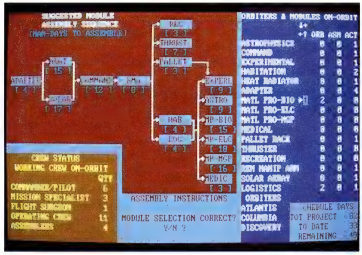
2 Objectives must be met and you must land safely at base for a mission to be completed.

Product Information

IBM, Tandy, and compatibles; CGA or EGA graphics; joystick or mouse optional. Dynamix, Inc., $29.95.

Hints & Tips

- Photon pulse bombs are the only sure way to destroy a starbase. But if your photon tubes are damaged, they are useless.
- Wormholes are identified by red lights on your scan monitor. Be careful exiting, and be prepared for ambush in Xenomorph space.
- Your cloaking device blinks when you fire a neutron disruptor or other powerful weapon. Your position will be revealed for a few seconds.



1

2

Space M*A*X

Are you ready to risk $4,550,000 per day? Do you like minute detail and realism mixed in with your space fantasies? Then you're ready for *Space M*A*X*, an elaborate space station construction simulation.

Developed by a former systems analyst for unmanned space projects with the Jet Propulsion Laboratory, *Space M*A*X* (it stands for Materials processing, Astrophysics, and eXperimental modules) involves the player in every aspect of getting a commercial space station produced, populated, and profitable. The budget is limited to $3 billion (with almost five million dollars of liablility for every day it's late) and the station has only three months to end up in the black.

Work out the details of leasing space shuttles, moving cargo into space, hiring a crew, and financial matters such as cost profiles, salaries, incentive payments, and revenue speculation. You have to decide which of 16 types of modules to include, from research labs to processing plants to recreational areas. Calculations must be exact concerning how much food, oxygen, medicine, spare parts, and raw materials to take along.

In the five levels of difficulty you can encounter fire, toxic explosions, medical emergencies, worker strikes, budget difficulties, and dozens of true-to-life problems.

The fans of *Space M*A*X* can look forward to *Lunar M*A*X*, now in the late stages of completion.

Screens Shown

1 The space modules can be assembled in any number of ways, but you must decide the best plan.

2 Even after you've launched your shuttle, you still have the space station to construct.

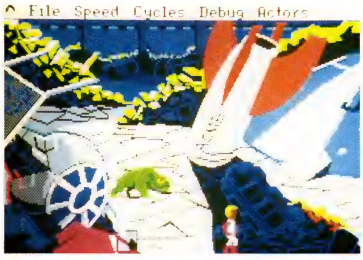
Product Information

IBM PC or compatible; dual drive; RGB monitor, joystick, and printer recommended. Final Frontier Software, $59.95

Hints & Tips

- Become familiar with the 137-page operator's manual. It gives vital information about space stations in general and the space shuttle.
- Plan your strategy first. Once you've got a plan in mind, fit in the components of the station and crew. Without an idea, you'll most likely fail.
- Operating expenses can get out of control quickly. But don't forget about the time element. If assembly progress is slow, hire more workers.

1



2

Space Quest III: The Pirates Of Pestulon

The Two Guys from Andromeda, fascinating and intelligent software authors, have been kidnapped and forced into a dread task: writing dull and trite arcade games for a rival company. Can the brave and innocent writers be saved from the Pirates of Pestulon and their horrendous plot?

Roger Wilco, that space janitor turned super hero, is hot on the trail. From the controls of his spacefighter he can navigate to any planet in the universe. He will explore new worlds, battle a few intergalactic vessels, and stop in at his favorite diners for a burger or two.

Returning hot from his triumphs in *Space Quest* and *Space Quest II: Vohaul's Revenge*, Roger hasn't changed much. His tongue is still firmly planted in his cheek as he races through deep space. And *Space Quest III's* farcical adventure still allows players to interact, testing their fighting skills and quick reactions.

See if you can help Roger clean up the galaxy by disposing of the evil pirates. It's up to you to make the world safe for game writers again.

Screens Shown

1 Roger has been in hibernation since his last adventure.

2 After his own spacecraft breaks down, Roger must find spare parts in a junk ship.

Product Information

IBM and compatibles; 512K minimum memory; EGA graphics. Sierra-on-Line, $49.95.

Hints & Tips

- When Roger is picked up by the junk freighter, his module is just about shot. Repair the spaceship on board with junked parts lying around.
- Make sure your custodian hero stops in at Monolith Burgers for a bite. He'll probably want to play an arcade game while his food is cooking.
- *Space Quest III* is less linear than previous *Space Quest* games. You can go places in almost any order and still solve the puzzle.

1

2

Screens Shown

1 Launch a reconnaissance probe to find out if your quadrant is safe.

2 Study the coordinates in your sector to fix the positions of the Krellans.

Product Information

IBM, Tandy, and compatibles, including PCjr; 128K memory; CGA or monochrome graphics. Interstel, $49.95.

Starfleet I: The War Begins

After the first Gallactic War, the evil Krellan empire was almost completely destroyed. The universe was at peace until Henri Zae IV was selected as the new Krellan emperor. Immediately trouble began anew.

Declaring that Krellans were the Barbaric Master Race, Zae gathered fanatical followers to his cause of universal domination. Most dangerous to the United Galactic Alliance was his treaty with the Zaldrons, and advanced alien race with a valuable cloaking device. Together, the two races invaded the outer regions of the Alliance and, in their first attack, killed almost 100,000 Alliance soldiers.

You are a star fleet officer trying desperately to repel Zae's horde. There are only a handful of Alliance ships left, but you begin as a cadet on the *Republic*. Work your way from rookie to admiral by destroying the enemy and ending Gallactic War II.

There are 13 starship systems to explore in one of the 36 invincible-class heavy cruisers available to you. You control the weapons, ship repairs, defensive energy shields, and movements on the 20 ship's decks. For bravery and quick action, you'll earn promotions and awards. Play alone or compete with friends to see who progresses through the ranks fastest.

An added note: *Starfleet II: Kellan Commander* is due to be released this fall.

Hints & Tips

- You can go into emergency hyperspace, but only as a last resort. It is uncontrollable, dangerous, and a strain on your power.
- Your four shields can be set at equal strengths using maximum power or equal with power in reserve. You can also choose the power for each.
- If you capture a disabled vessel, you can activate your tractor beam to tow it into starbase. But if you raise your shields, the beam is broken.

1

2

Starflight

In the days following the Great Interstellar War, much information on the galaxy has been lost, and exploration ships are being sent out, trying to change the future by gathering information on the past and present. The ships support themselves by selling minerals, artifacts, lifeforms, and lifeform data.

With limited funds at your disposal, you have to buy four cargo pods and assemble a crew of six: captain, science officer, communications officer, navigator, medical officer, and chief engineer. There are five alien races to choose from, each with special abilities. The Thrynn, for example, despite its reptilian form, is skilled in protocol rather than technology.

As you begin exploration of the 270 star systems within reach of your ship, you must rely on diplomacy when possible, resorting to your arsenal of lasers and missiles only when all else fails. After all, there are seven alien races, each with its own language, and they won't all be friendly.

Part of your duty as a space explorer is to recommend planets for colonization. Your ship can give statistics on the climate, minerals, and atmosphere of each of the 800 planets. Study the information carefully, for there's a stiff fine for recommending planets with crushing gravity, an ammonia atmosphere, or hundreds of active volcanos.

Screens Shown

1 Enter hyperspace to leave the orbit of the planet Arth on your first adventure.

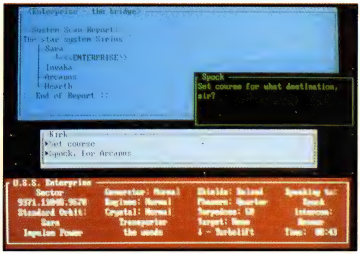
2 Run a sensor check on planets before you land to make sure they can support life.

Product Information

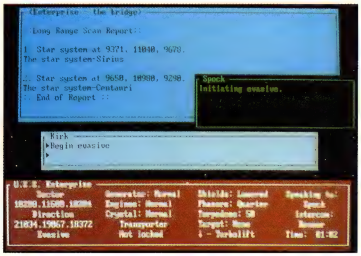
IBM, Compaq, Tandy, and compatibles; CGA, EGA, or Hercules graphics; blank disks required. Electronic Arts, $49.95.

Hints & Tips

- Your raw crew can gain experience (and money) by mining nearby systems. First Officer McGuin can tell you about a planet found at 123,107.
- The insect-like Veloxi are valuable allies. Their drones will ask questions before letting you pass. Answers are always in multiples of six.
- You need a cloaking device to get past the Uhleks. It's on the first planet of system 68,66, coordinates 12N x 32 E. But it only works in combat.



1



2

Screens Shown

1 Explore the star system Sirius by investigating each planet, including Arcanus.

2 Evasive action might sometimes be needed to protect any diplomats on board.

Product Information

IBM, Tandy, and compatibles; 256K minimum memory; CGA or Hercules monochrome graphics; 3-1/2" disks also available. Simon and Schuster Software, $39.95

Star Trek: First Contact

A mysterious pulse of cosmic rays, traveling at warp 34, has Starfleet totally baffled. The *U.S.S. Enterprise* is in the area and its commander, Captain James T. Kirk, is ordered to investigate.

But Kirk must also complete his current mission. In deep space, beyond Starfleet robot scout ships, mineral-rich Gothica is celebrating the coronation of its young prince, Clavis. The *Enterprise* is carrying a diplomatic party to attend the ceremony. Establishing good relations with Gothica is imperative because the neutral planet lies in an area claimed by Klingons.

Gothica, inhabited by a superstitious people, the cultural and social equivalent of medieval Europeans, has recently made technological advances due to, it is feared, Klingon influence. If the Klingons win Gothica as an ally, they can build orbiting space stations and gain a foothold in this part of the galaxy.

Captain Kirk has every aspect of control for the *Enterprise* at his fingertips. Just by looking at an object he receives vital information on it. He can also check with the ship's computer, the status of dilithium crystals, or converse with any member of his crew or any known alien. Kirk's responsibilities include updating and ammending the captain's log, preparing landing parties, and running the *Enterprise* from the bridge on Deck 1 to the transporter room on Deck 7. And, of course, keeping the Klingons at bay.

Hints & Tips

- Ask Denjik about the thembo root, then order it in the dining room. Have Swarz put it in M'ree's food. It should reveal a Klingon spy.
- The second riddle room is the hologram room. Select sculptures and you will be asked a riddle. The answer is "The Alphabet."
- After you've transported to Gothica, you'll find a tricorder and a knife. Select them both (you'll be using one on the other).

1

2

Star Trek: The RebelUniverse

The Sagittarius Arm area of the galaxy has been declared a Quarantine Zone by the United Federation of Planets. Recently 20 starships have entered the area and all have rebelled against the federation. The *U.S.S. Enterprise* has been sent on a five-year mission to squelch the mutiny. But the federation erected a Klein Sphere around the entire zone. No material object can penetrate the powerful sphere. Should the *Enterprise* fail, it will be trapped inside the renegade zone forever.

Behind the mutiny are the Klingons, who have discovered dilithium delta 6, a telephathic amplifier found only on Dekian II. A "psimitter" carries Klingon messages to starships, warp drive increasing the strength of transmission. The psimitter uses huge amounts of energy and is not portable, though Klingons have been known to carry dilithium onto starships under cover of a white flag.

Also isolated behind the Klein Sphere are several Romulan planets. Though they are remaining strictly neutral, they have a powerful cloaking device which works equally well to deflect weapon radiation and telepathy. Spock is impervious to telepathy as well, and can pass some immunity to his fellow crew members with the Vulcan Mindmeld.

There are thousands of planets to explore, so set phasers on stun and activate warp drive to head for *The Rebel Universe*.

Screens Shown

1 A course to Dakiak will put the *Enterprise* in a quarantine zone.

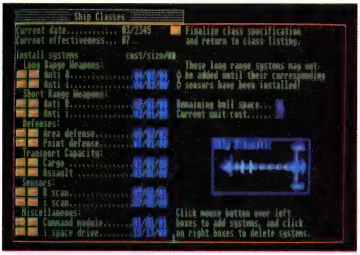
2 Update the captain's log with the completion of each phase in your mission.

Product Information

IBM, Tandy, and compatibles; CGA and Hercules monochrome graphics; mouse and joystick supported; 5-1/4" and 3-1/2" disks included. Simon and Schuster Software, $39.95.

Hints & Tips

- Different winning strategies include blackmailing the Klingon admiral, destroying Dakian II, or destroying the Klingon Psimitter console.
- The Chaos Trigger found on the Romulan planet Morel I (22.76.77) can be used on a mining control console.
- Chekov's smelt gun is instrumental in destroying the Klingon Psimitter console, if that's the strategy you've planned.



1

2

Screens Shown

1 You can install different weapons, defenses, transport capabilities, and sensors on your spacecraft.

2 A map of the Ramage 3 system shows the location of Republic and League bases.

Product Information

IBM and compatibles; 256K memory; EGA, VGA, MCGA, or HGA graphics. Strategic Simulations, Inc., $49.95.

Stellar Crusade

An ominous cloud is gathering over a remote corner of the universe. A vital star cluster is being threatened by wicked invaders — unless you can gain control first.

First, explore the area with teams that can colonize the most promising planets. Stay close to home with Kiffryn's Star and Bennett's Star, then branch out as you gain confidence and strength.

You have to have economic security before you can attempt war, so each planet should be used to its full potential. Alger is perfect for mines and refineries. Farming is appropriate on Laird's Star. You'll also need shipyards, factories, maintenance facilities, and research labs.

Set up training programs for your troops — heavy regulars, special forces, and security. The heavy regulars are your most valued fighters, so take care in training them and make sure they are stationed on a planet with plenty of rations.

When you're ready for battle, design your own starships and arm each one with shields and weaponry. You'll have to develop scouts, cruisers, and battleships and hire commanders to lead them on their crusade.

Play against the computer or a friend in one of seven scenarios. There are three short, three medium, and one long campaign that covers decades.

Hints & Tips

- Commanders aren't rated until after a fight. So until you find out how your men fare, avoid big battles. Fire anyone without a "3" rating.
- Have at least 15 medium-sized transports, 6 to 8 raiders, 12 escorts, and as many combat ships as possible before reaching the Long Campaign.
- Don't ignore your ecomonics report. It will give valuable advice. For example, if it tells you to increase escort command, enemies are on the way.

1

2

Screens Shown

1 Choose a strong team by balancing the players' strengths and weaknesses.

2 Your game can take place on the street or in nearby Castle Park.

Product Information

IBM, Tandy, and compatibles; CGA or Hercules monochrome graphics; joystick recommended. Epyx, $19.95.

Street Sports Soccer

The Spikes have challenged your team, the Jets, to a pick-up game of soccer. Your players really know the game, and combine their skill with a certain street-smart attitude that makes them a formidable team.

You have to choose three of your nine friends to be the two forwards and the goalie. Highlight "old" for one of five pairs of teams who have played each other before, "random" for computer-chosen teams, or "new" for a team you can hand pick.

Each of the players on your street has a different specialty. Radar has great footwork, but no speed; Melissa has great lateral moves, but is clumsy; you can count on Vic for saves; and the others have their own various strengths and weaknesses. You can choose to play on the street or in the park. Playing on the street adds obstacles like garbage cans and oil slicks, but the park is pretty muddy this time of year.

Control your players one at a time. Your forwards can use their feet, knees, chest and heads. Goalies can also use their hands. Pass the ball down the field for a goal when you're on offense, or block and steal on defense. Tripping, bumping, and offsides can lead to penalty shots, however, or the other team getting possession of the ball.

Play a friend or the computer for a set time or to a set score. There are three levels of difficulty.

Hints & Tips

- You can steal the opponent's ball by meeting him head on. Likewise, you can avoid a steal by swerving and passing the ball to a teammate.
- The goalie automatically drops to the ground to stop the ball when it's heading toward the goal. Shoot high to try and go above him.
- If the game ends in a tie, each team gets five shots on goal with the defensive goalie blocking. Another tie means another five shots.

1

2

Screens Shown

1 There are 60 controls to master in your UH2X helicopter.

2 Arctic Rescue is one of six missions you can choose.

Product Information

IBM, Tandy, and compatibles; 256K memory; CGA, EGA, and monochrome supported; joystick optional (recommended). Cosmi, $24.95.

Super Huey II

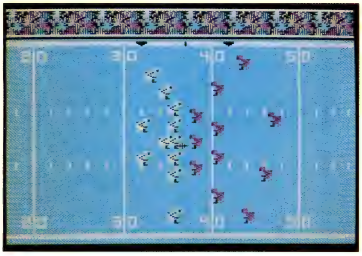
The original *Super Huey* brought an exceptional level of flying control capabilities to the would-be helicopter pilot. *Super Huey II* goes even further, with an amazing range of controls and a challenging array of different missions to undertake. Whether you are using a joystick (recommended) or the keyboard, learning to fly the UH2X helicopter will take concentration and practice. But getting there is more than half the fun in *Super Huey II*. There are well over 60 different controls, gauges, and readouts for you to track as you fly. A sophisticated radar- and computer-based navigation system gives you the ability to get to where you want to go.

The helicopter is also equipped with five types of weapons, including machine guns and laser-guided missiles for air-to-air and air-to-ground combat capabilities. There are six different missions, with hundreds of different ways to try each mission. Track and fight a renegade helicopter pilot, rescue prisoners of war, defend yourself while on patrol in the Mediterranean, race to an oil fire, work in weather recon in the Bermuda Triangle, and try an Antarctic rescue.

Hints & Tips

- The emphasis is on piloting the copter, calculating navigational routes effectively, and using the UH2X's many capabilities efficiently.
- Despite the broad array of controls, you should have no trouble learning the basics of flying the helicopter. The advanced features take awhile.
- The control system is best used if you get to the desired altitude and speed and then use the copter's "stick" to do most of your flying.

1



2

Super Sunday

If you've ever had an argument about which was the better team, the '69 Jets or the '74 Dolphins, *Super Sunday* can help you decide.

Here are the 20 best Super Bowl teams, analyzed to play to their full capacity — with a little help from you. You can pit the best coaches (like Vince Lombardi, George Allen, and Don Schula) against each other. The best players in history, including Johnny Unitas, Joe Thiesmann, Joe Namath, and O.J. Simpson, answer to you.

Choose any two teams and receive the players' names and positions, along with their offensive and defensive strengths taken from seasonal records. You can play solitaire against the computer, oppose a friend, or set up two teams and let the computer fight it out between them on autoplay.

Match the 1959 Colts against the 1983 Redskins or the 1968 Packers with the 1979 Steelers. Then choose from a dozen offensive and defensive plays. Grab the ball and try a quarterback sneak; throw short, long, or flat passes; or go for a touchdown or field goal. On defense, decide whether the opposition will run or pass, or set up a linebacker blitz. But watch out for penalties, and don't risk injuring a star player.

Screens Shown

1 There are 20 teams to choose from to create the best Superbowl ever.

2 You'll have to call the plays in a classic matchup between the '73 Dolphins and the '82 Redskins.

Product Information

IBM PC, PCjr, Tandy, and compatibles; 128K memory; CGA required; printer optional. Avalon Hill Game Company, $35; season and champion disks, $20, general manager, $30.

Hints & Tips

- Study the summaries of the championships and Superbowls in the game manual. They can help you choose the most equally matched teams.
- Use the autoplay mode to learn about each team's strengths and weaknesses. It's a good way to find out which two teams are really the best.
- With expansion disks, add teams from the 1984-87 seasons, more championship teams, or become general manager and build a super team.

1

2

Test Drive

If you've always wanted to take exotic sports cars out for a spin, *Test Drive* is for you. This driving simulation game gives you an opportunity to drive five cars: a Ferrari Testarossa, a Lotus Turbo Esprit, a Porsche 911 Turbo, a Lamborghini Countach, and a Corvette.

Examine the spec chart on each car. It gives a rundown on all the statistics you'll need to know, including layout, engine type, displacement, compression ratio, torque, braking distance, tires, time from 1-100 mph, and top speed.

You've got a long, winding mountain road for your test drive. Check out your car's precision and handling, but be careful. The mountain is merciless. You have to worry about potholes, trucks, slowpokes, and water slicks as well as hairpin curves.

Keep an eye on the speedometer on your dashboard. Though you have a radar detector, there are policemen and speed traps all along the road. If you do get clocked, you can try to outrun the Highway Patrol or be a law-abiding citizen and pull over. You have five chances to attempt reaching the mountain-top.

Screens Shown

1 The Lamborghini can go from 0 to 100 miles per hour in 12 seconds flat.

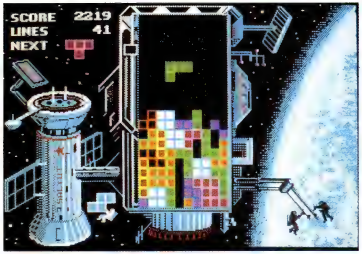
2 At high speeds, an approaching car on the winding mountain road can mean disaster.

Product Information

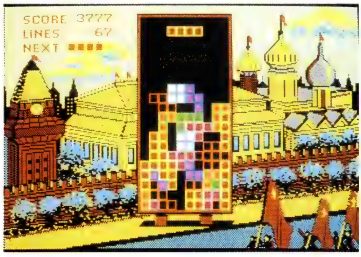
IBM, Tandy, and compatibles; 256K memory; EGA, CGA, or Hercules MGA required; joystick recommended. Accolade, $39.95.

Hints & Tips

- Study each car's statistics before taking the road. They mean what they say, so don't take a car with a top speed of 173 for a 180 mph cruise.
- If you are caught by Highway Patrolmen and they pass you in their squad car, don't try and get by them. You'll only rear-end the vehicle.
- But if you spot a patrol car behind you, try to outrun it by accelerating to 120 mph. Not a cop in the area will be able to catch you.



1



2

Tetris

The premise is simple: falling blocks of seven different shapes fall down into a pit. All you have to do is maneuver them to fill horizontal rows. It may sound easy, but *Tetris* is always new, always challenging, always fun... yet never easy.

Invented by Alexi Paszitnov, an employee of the USSR Academy of Scientists in Moscow, and programmed by Vagim Gerasimov, a student at Moscow University, *Tetris* is the first Soviet computer game to reach the West from behind the Iron Curtain.

Players are given the option of starting on any of ten difficulty levels or with a handicap of one to 13 rows. Ten vertical columns make up the empty pit, and you have to move each block right or left and rotate it into the proper shape to fill gaps in horizontal rows. Don't worry about leaving small gaps because, as a row is completed and disappears from the screen, the holes open up again.

For about every ten rows you fill, you move to a higher level. Then blocks move a little faster and the background changes. The faster a block moves, the more points you get. You also earn more points by starting with a handicap. Special options in *Tetris* include a statistics screen to give the frequency of the different block combinations, a help screen, and a replay of the last game.

Rev up your concentrations skills and give yourself plenty of time to play because *Tetris* is habit forming.

Screens Shown

1 The background changes with each new level. F-4 will give you a description of what you're seeing.

2 Two people can play with the same block placement by choosing "rewind" (<<) on the height menu.

Product Information

IBM, Tandy, and compatibles; joystick optional; CGA, Hercules, EGA, or Tandy graphics. Spectrum Holobyte, $34.95.

Hints & Tips

- Challenge yourself with the "drop" button. You'll probably make more mistakes, but you get more points and the game goes faster.
- Preview the next piece to fall by pressing "1" on the numeric keyboard or the letter "M." This can be a real plus, especially in upper levels.
- You get more points per block in higher levels. So start on level three or four (where action hasn't gotten too fast to control) instead of one.

1

2

The Three Stooges

Life isn't too comical in Stoogeville these days. Mr. Fleecem, a no-good banker, is threatening to evict Ma and her three daughters from the orphanage they run. They have 30 days to pay off the note to the Skin and Flint Finance Corporation.

Enter our heroes, Larry, Curly, and Moe. Once they find out about Ma's beautiful daughters, Mary, Leona, and Cynthia, they are more than willing to help out. The girls will be free to marry if the bank is paid off, repairs made to the house, and there is some money left over.

To raise funds, the Three Stooges take a variety of odd jobs, similar to those in some of their finest shows, such as *Dutiful But Dumb, Hoi Polloi, Men in Black,* and *Punch Drunks.* Help Curly win a contest by spooning crackers out of a bowl of stew — crackers the oyster in the bottom wants back. Watch their jobs as caterers turn into a giant pie-throwing competition.

The medical profession will never be the same when the boys try to get through crowded hospital hallways in midget racecars. And Curly might never recover from a boxing match unless Larry finds something that will play "Pop Goes the Weasel." Trivia questions about Larry, Curly, and Moe complete the lunacy. Lotsa *nyucks.*

Screens Shown

1 The Stooges' job as waiters soon turns into a pie-throwing contest.

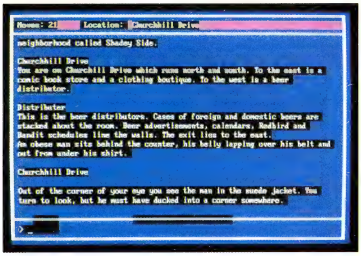
2 Larry has to find a new violin before Curly gets knocked out cold in the boxing ring.

Product Information

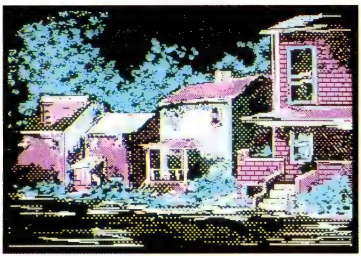
IBM, Tandy, and compatibles; 256K for CGA and 16-color EGA; 284K for 16-color Tandy; joystick recommended. Cinemaware Corp., $49.95.

Hints & Tips

- The Slap Fight, early in the game, controls the speed of Moe's hand in other events. Practice so you can stay in control of your next selection.
- The 180 squares on the board never change. Learn which of the squares have the most money to offer, and aim for them in future games.
- The Stoogeville street is very long, but try to get as far down it as you can. A surprise awaits those players who make it to the last square.



1



2

Screens Shown

1 Explore and map Maria's neighborhood, such as Churchill Drive.

2 When possible, get a picture of the area in case you've missed an important clue.

Product Information

IBM, Tandy, and compatibles; 256K memory; CGA and color monitor required for graphics, monochrome monitor for text without graphics; blank disk required. Paragon Software, $34.95.

Twilight's Ransom

You are Ron Mulligan, a struggling graphic artist working for an advertising agency in Liberty City. You and your girlfriend, Maria Chavez, don't have a lot of time to spend together, but you are very fond of each other.

Then one fateful evening, you go over to Maria's home and find it ransacked and Maria missing... kidnapped. But by whom? What could be the reason for capturing a Salvadorian immigrant?

You have just 12 hours to find out. Search out clues and put them together to identify Maria's kidnappers and their motives. Then work out a rescue plan to save your girlfriend's life.

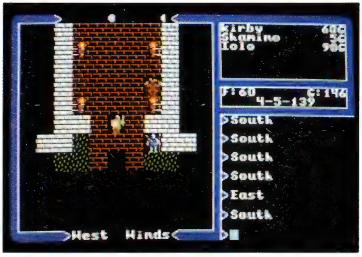
Mid-city Liberty is filled with dangerous characters and street people. You have to travel the city blocks and neighborhoods, staying close to the Tempest River. Type in the directions you want to travel, such as east, northwest, or up. Anything that blocks your progress will be explained, and the buildings along the way are identified in descriptions that hold important clues.

Map out the blocks, keeping track of the landmarks and street names. Talk with the people you meet (though some are dangerous), ask questions or show them things, and get them to provide you with information you'll need to rescue Maria.

Hints & Tips

- A thorough map is key to your success in finding Maria. Always know where you are in the city by mapping streets and building interiors.
- You are not invincible, so save the game in case you get killed. If your position has been saved, you won't have to start from the beginning.
- You can bypass the descriptions for the different buildings. But the write-ups hold vital clues, so be sure to read them at least once.

1



2

Ultima V: Warriors Of Destiny

In this, the fifth adventure from the land of Britannia, Lord British, beloved ruler of the country, has been lost while exploring the newly discovered underworld. His scribe, the sole survivor of the expedition, tells terrible tales of ebony octopi, underground waterfalls, and huge bats with deadly talons.

Blackthorn, a heartless and ambitious man, has taken over the throne. His tyranny is much resented and his fierce law of ethics, which includes fighting to the death if challenged or facing banishment and losing your tongue for telling a falsehood, has caused the demise of many.

You must find out what has happened to Lord British. Traveling in the living world of Britannia — the inhabitants will go about their daily lives, and the sun and twin moons will rise and set each day — you can converse and trade with everyone around you.

In the 30 multi-level villages and buildings, you can carry out advanced commands, including mix, jimmy, and yell. Weapons such as flaming oil, a crossbow, and a two-handled axe are yours to master. And you can cast spells to repel the undead, to cause an insect swarm, or summon a flame wind. But only time will tell if you're stong enough to depose Blackthorn.

The *Ultima* series is justifiably popular, and this adventure is a welcome addition.

Screens Shown

1 Asking the right question at a wishing well could mean extra powers.

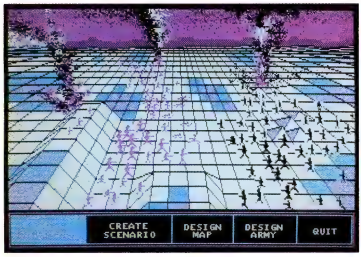
2 There's bound to be more to this castle than guards and jesters.

Product Information

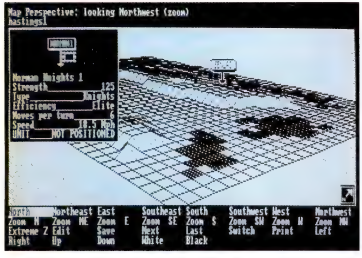
IBM, Tandy, and compatibles; 256K memory; EGA, 16-color Tandy 1000, CGA, or Hercules graphics. Origin Systems, Inc., $59.95.

Hints & Tips

- Scribe Remoh's account of the first expedition into the underworld is full of clues on how to kill beasts and get out of sticky situations.
- Be careful when sailing to islands. There are perilous coastlines, horrendous monsters, and cut-throat pirates lurking everywhere.
- The 24-syllable language of magic is very powerful. Don't use it indiscriminately. Assembling phrases at random is dangerous.



1



2

UMS: Universal Military Simulator

You can control the outcome of any battle, historic or fanciful, with *The Universal Military Simulator*. Re-live Oliver Cromwell's triumph at Marston Moor. Have Napoleon fight Alexander the Great. Set William the Conquerer against Robert E. Lee at Waterloo. Or create a dragon-filled world straight out of a role-playing fantasy.

Re-enact any of five programmed historic battles, including Arbella in 331 B.C., Hastings in 1066, Marston Moor in 1644, Waterloo in 1815, or Gettysburg in 1863. You can change leaders, key decisions, or give one commander's strategy to someone else. You design the battle plan, the order of conflicts, the placement of towns and landmarks, and the objective of wars.

There are 18 possible unit types, including elephants, charioteers, armored cavalrymen, airborne units, Indians, and pikemen. There are also wildcard choices that could add any characteristic to a fight. Battles are resolved by more than a dozen variables, and you can force the computer to attack, decide your strategy, or double your envelopment.

The possibilities are numberless, regardless of whether you play solitaire or challenge a friend — the ultimate in military simulations!

Screens Shown

1 You can learn by simulating historic battles, such as Arabella.

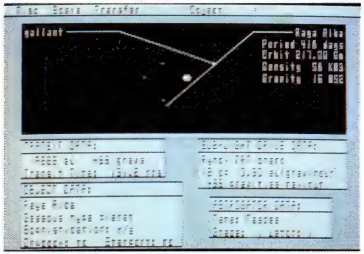
2 Create your own scenarios, such as having Lee and Napolean fight the Battle of Hastings.

Product Information

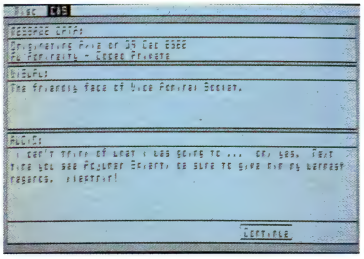
IBM, Tandy, and compatibles; 512K memory; EGA or CGA card required; printer optional. Rainbird, $49.95.

Hints & Tips

- A variable in each battle is "accuracy," a random number between 2 and 15. Change it in mid-fight by pressing control and "R."
- Press control and "L" to turn on the line of sight option. Then your fire long-range weapons, provided you have an unobstructed view.
- Get a working computer screen back (if your boss walks by, for example) by pressing control and "W." Press again to resume.



1



2

Universe II

In the 22nd century, an alien hyperdrive capable of propelling a spaceship at the speed of light was found. Scientists in the Home Group (HG) star system used the booster to begin a permanent settlement millions of miles away.

Colonization started in the Local Group (LG) star cluster. The LG received monthly capsules from their home planet, but lacked a booster to send return transmissions. When HG communication stopped, panic ensued, and LG divided into enemy governments, the Federated Worlds Special Forces and the United Democratic Planets.

When another alien booster is discovered, the hope of two-way communication with the HG is restored. But the FWSF and the UDP are close to war and threaten the project. You are an undercover agent for the FWSF. Your cover as a free trader allows you access to any of the 47 LG planets.

From the controls of your Agora spaceship, patrol the LG, relying on your crew and your own resourceful nature to stop trouble before it starts. Don't count on the FWSF to help — *you'll* have to make enough money to keep your ship out of port and free to complete the missions Admiral Bresheliah assigns to you.

Screens Shown

1 Explore new systems by following your sublight drive map.

2 Vital information can be received from Vidcomm messages.

Product Information

IBM, Tandy, Zenith Z-100 series, and compatibles; 256K minimum memory; EGA or CGA graphics for IBM; mouse optional. Omnitrend Software, $49.95.

Hints & Tips

- Make money early by trading products and carrying passengers. As soon as you can, buy a large shuttle. Passengers often pay for fuel supply.
- Plan before entering the mining business. First, buy a resource scanner to spot potentially rich planets, and hire miners and send them for training.
- In all likelihood, you won't be attacked in the early stages of the game. Consider selling your defense shield to pick up some extra money.

1

2

Up Periscope!

You are the commander of a fleet-class submarine during World War II, keeping an eye out for the enemy in the Pacific theatres. Navigate around islands and land masses, and search for enemy freighters, tankers, troops ships, and destroyers.

In *Up Periscope!*, you can follow any of 14 historic simulations or just patrol the Pacific on your own, stirring up trouble of your own devising. Your submarine is equipped with surface and attack radars, a variable-power periscope, and the important Torpedo Data Computer. You have one deck gun plus several different types of torpedos, some new and largely untested. Seven auxilary screens will give you contact with the bridge, damage reports, or other key information.

If you need a practice run, head back to New London, Connecticut for torpedo and gunnery practice. There are peacetime and war patrols waiting for you back in the Pacific. There's danger there as well. Enemy ships will try to ram you or blow you out of the water with depth charges. You also have to watch your navigation skills so you won't run aground on an uncharted island.

Choose your officers' ranks and experience, your days at sea, sub features from reliability to hull design, and tactical considerations, then raise your periscope and play.

Screens Shown

1 Lock onto your target and let your computer fire torpedos at the enemy.

2 When visibility is limited, study the maps to hold your course.

Product Information

IBM, Tandy, and compatibles; 256K memory; EGA, CGA or Hercules monochrome graphics. ActionSoft Corporation, $29.95.

Hints & Tips

- If you get into a tight spot, try diving deep and dumping some fuel by pressing "R." With luck, the enemy will believe you've been sunk.
- If you are severely damaged and are submerged, you can use the "emergency surface" feature (shift and "W"), but only once per mission.
- Be careful when using active sonar. It is necessary to determine the range of any target, but it also tells the enemy your position.

1

2

Wargame Construction Set

Anyone fascinated by military strategy will enjoy *Wargame Construction Set*, the game that lets you map out your own battles and campaigns. This is SSI's all-time best-seller, and it's easy to see why.

The numerous possibilities for various scenarios can be as simple or as complicated as you desire. Create troops and plans of attack. Decide where the roads, rivers, bridges, woods, buildings, and mines should be located, and on what scale.

Your wars can be from any period in history, science fiction, or fantasy. Ancient wars can be fought with spears, medieval battles with pikes, and modern conflicts with technologically advanced missiles.

Wargame Construction Set offers four levels of combat, including man-to-man combat and military campaigns on a huge scale involving all your possible power. You'll also determine attributes such as unit type, weapon type, firepower, and strength.

Even if you don't want to design your own wars, you can play *Wargame*. There are eight programmed games — five for one player and three for two-player action. Each game can be modified to your specifications and you have all of history to choose from.

Screens Shown

1 Explore the dangers of an area from the relative safety of a Leopard II tank.

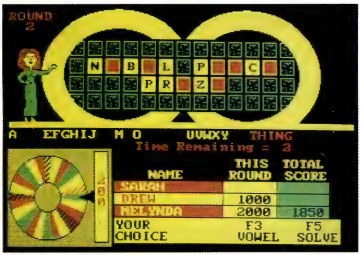
2 The zoom mode can give a closer view of the dangers which lie ahead.

Product Information

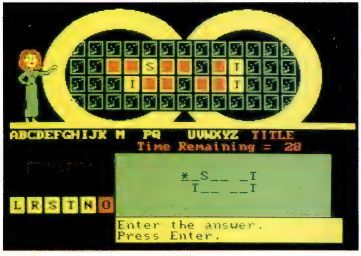
IBM, Tandy, and compatibles; 256K minimum; CGA, EGA, or Tandy 16-color graphics; mouse and joystick optional. Strategic Simulations, Inc., $39.95.

Hints & Tips

- Take time to play a few of the preset games until you see how flexibly different components work together. Then begin designing your own.
- *Wargame's* built-in scenarios contain battles from throughout history, but you can also stage a modern hostage rescue and a World War III battle.
- History buffs can reenact battles from any period, down to the placement of trees and streams as well as individual fighting units.



1



2

Wheel Of Fortune: New Second Edition

Spin the wheel, solve the phrase, win a fortune. Just like on TV.

The nation's most popular game show is back on disk with a second edition. It includes more than one thousand new phrases, titles, people, and events to puzzle out. The children's game "Hangman" was never as exciting as *Wheel Of Fortune*. You can play one or two friends, or let the computer choose opponents for you.

In three rounds, you could land on bankrupt, free spin, or the $5000 space on the wheel. Choose a consonant or buy a vowel and watch the attractive hostess in an evening dress teeter on her high heels to turn the letters for you. The letter board runs across the screen and, as each letter is chosen, it disappears. When your turn comes, you are offered the choices of spinning, buying a vowel, or solving the puzzle.

If you defeat your opponents, you'll earn a place in the bonus round. Choose five consonants and a vowel for the pre-selected final puzzle and, if you guess correctly, you'll "win" one of four fabulous (though not included) prizes.

Screens Shown

1 Drew only has vowels left in this round 2 puzzle.

2 Time is running out to fill in the answer in the bonus round.

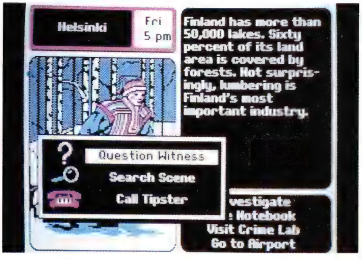
Product Information

IBM, Tandy, and compatibles; CGA and Hercules monochrome graphics. Sharedata, $14.99.

Hints & Tips

- Don't waste money buying vowels if you're playing the computer. Your opponents will probably do it for you.
- Don't always choose "E" in the bonus round. Two-letter words rarely have an "E," and four-letter prepositions probably include "O."
- The ten most common letters used in English language are, in order of frequency: E, T, A, O, N, R, I, S, H, and D.

1



2

Where In Europe Is Carmen Sandiego?

You're a novice private investigator working on building a reputation. Luckily for you, but unluckily for Europe, a notorious bunch of thieves is on the loose.

The gang of 16 is stealing everything from Don Quixote's helmet to Hans Christian Andersen's writing desk. Track down the robbers, gather enough information to have a warrant issued, and have them arrested.

Your chief will tell you what has been stolen, from what country, and whether the suspect is male or female. Then, your trusty notebook in hand, you head out after the thief in question. Investigate the case, interrogate witnesses, examine the scene, and call tipsters for clues about your suspect's next destination. The chief will help you form a personality profile and description. Then head down to the crime lab to see if you can get a warrant. Your map-reading and problem-solving skills will be tested, as well as your knowledge of geography.

You're working under a deadline and there are 34 countries where your thief might be. A false move could be disastrous, so think carefully and consult the Rand McNally *Concise Atlas of Europe* (included) for added clues. Once you've found Carmen Sandiego in Europe, try *Where in the U.S.A. Is Carmen Sandiego?* and *Where in the World Is Carmen Sandiego?*

Screens Shown

1 Go to the airport and decide which of the three cities should be your next destination.

2 You always have the option of questioning witnesses, searching the scene, or phoning tipsters for clues.

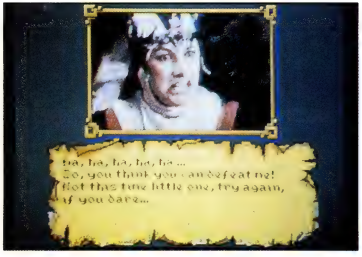
Product Information

IBM, Tandy, and compatibles; 256K memory; CGA or Hercules graphics; joystick optional. Broderbund, $44.95.

Hints & Tips

- An atlas is included in the game, but a dictionary or concise encyclopedia might be helpful as well, especially if more than one person is playing.
- As you play, you'll find some clues repeat themselves in different game sessions. Keep notes on city names or monetary units to save time.
- Enter the information from your notebook file into the databank often. Sometimes as few as three clues will be sufficient for a warrant.

1



2

Willow

High in Nockmaar Castle, Queen Bavmorda rules the Daikini people with particular harshness and cruelty. There is a legend, however, that a princess will be born that can end the evil sorceress's domination. The queen orders a slaughter of infants, but Ethna, a Daikini midwife, saves the child she recognizes by her birthmark.

The baby, Elnora Danan, is unable to stay with Ethna and it falls to small Willow Ufgood, a simple farmer, to protect her. Just as in the recent movie, Willow must travel to the Daikini Crossroads, rescue the master swordsman (and con artist) Madmartigan, and reach Nockmaar Castle for a final battle with Queen Bavmorda.

The player changes roles throughout *Willow*, becoming Ethna rescuing Elnora from certain death; Willow gathering magic acorns or solving runic charms to transmortify the good witch Fin Raziel; or Madmartigan battling General Kael, his Nockmaar soldiers, and the Death Dogs.

Only by victories in all the quests — from the dungeons to the ice caves — can you enter the final battle against Queen Bavmorda herself. But once you have completed the game, you can create new scenes and begin again.

Screens Shown

1 Willow Ufgood is a small farmer and the guardian of a magical child.

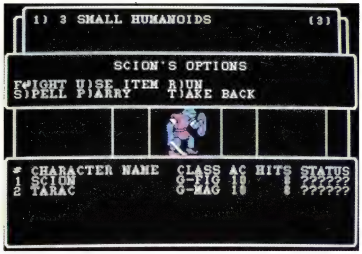
2 Queen Bavmorda will stop at nothing to prevent Elora Danan from destroying her empire.

Product Information

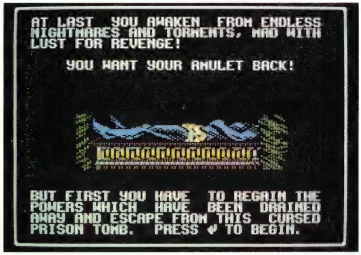
IBM, Tandy, and compatibles; 512K memory; two floppy drives or one floppy and a hard drive; CGA or EGA graphics; joystick or mouse optional. Mindscape, $39.95.

Hints & Tips

- Be very cautious on the Daikini Crossroads. You must choose which cage Madmartigan is in, but if you choose the wrong one, it means death.
- There is only one exit from the ice caves, though you can go right, left, or straight. Choose carefully, because you can't back up.
- In the final battle, you have to complete a spell before the queen reaches the altar. Master spellcasting or you're out of luck — and so is Elnora.



1



2

Screens Shown

1 Your party is about to have an encounter in *Wizardry I: Proving Grounds of the Mad Overlord.*

2 The adventure in *Wizardry IV: The Return of Werdna* begins with your waking up in a locked tomb.

Product Information

IBM, Tandy, and compatibles; 128K minimum; color monitor optional. Sir-Tech, $59.95.

Wizardry IV: The Return Of Werdna

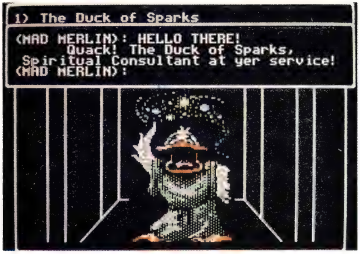
This is the fourth scenario in the famous *Wizardry* fantasy role-playing series, and it lives up to Sir-Tech's high standards. You can play this game without having played the first three installments. In fact, you cannot import experienced fantasy characters from other *Wizardry* games as was possible with the earlier packages. However, *Return of Werdna* is aimed at those with experience in role-playing games. If you are unfamiliar with the Sir-Tech games, or fantasy games in general, you might start with the first game, *Wizardry: Proving Grounds of the Mad Overlord*, or *Wizardry V: Heart of the Maelstrom*.

The Sir-Tech group literally wrote the book on computer fantasy games. You build a group of adventurers, giving them a variety of personal attributes. There are five races and eight professions in the original game. In the first scenario, you and your hearty band set out through a three-dimensional, ten-level maze, fighting all sorts of enemies as you search for the evil Werdna, who has stolen the magical amulet.

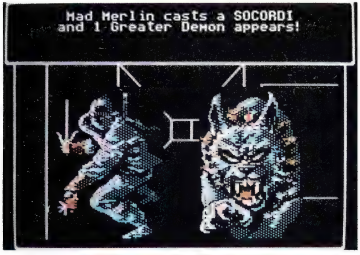
In *Return of Werdna*, things have been reversed. You play Werdna, who has been overpowered and confined to the depths of a dungeon prison. The amulet has been taken away, and you must fight against Trebor and his band of good guys to get your evil power back.

Hints & Tips

- For most people, the *Wizardry* games offer months of game playing. You can save your characters, building their experience and strength.
- Make maps of your progress through the mazes. Some of the areas are even three-dimensional.
- You can play by yourself against the computer or up to five people can play with you.



1



2

Screens Shown

1 Mad Merlin might learn something by talking to the Duck of Sparks.

2 Powerful spells can conjure up powerful demons.

Product Information

IBM, Tandy, and compatibles; 128K minimum; CGA card, color monitor optional; 5-1/4" and 3-1/2" available. Sir-Tech Software, $49.95.

Wizardry V: Heart Of The Maelstrom

Whether you're a first-time computer adventurer or an experienced *Wizardry* fan, you'll find *Heart Of The Maelstrom* a fascinating and brave new world to explore. Sir-Tech has added a host of new features to its excellent gaming environment. And, importantly, this is the first *Wizardry* since the original that stands entirely on its own. There's no previous experience required. While you can import characters you've created in earlier *Wizardry* games, you can also easily start from scratch.

Other important changes are improved and enlarged graphics displays, greater interactivity among characters, a total of 60 magic spells including dozens of new ones, weapons that have various ranges, quests within quests, and much more.

As in earlier *Wizardry* games, you assemble a band of six adventurers and set out to explore a huge maze. Your main quest is to find the Gatekeeper who is being held captive at the heart of the maelstrom by the Evil Sorn. You and your band must solve puzzles, find hidden items, pick locked doors, overcome monsters, and use magic wisely. And, as is true of all of the best fantasy role-playing games, you and your characters advance in experience, wisdom, and knowledge as you move through this adventure world.

Hints & Tips

- You must teach your characters to swim progressively deeper in the pools of water you find. There are things there both good and bad.
- If you're summoning monsters, such as Greater Demons, but ending up with Bleebs, your magic user needs more practice.
- As you move through the maze, look for subtle hints about the whereabouts of hidden items that your adventurers will need.

1

2

World Class Leaderboard

Pick up your favorite putter and head out to the links with *World Class Leaderboard*. You'll need concentration and skill to bring the ball from the tee to the green. See if you've got what it takes.

You have a choice of four top golf courses, including St. Andrews in Scotland, Doral Country Club in Florida, and Cypress Creek in Texas. In addition, the Gauntlet Country Club has been designed just for *Leaderboard*, with a 6443-yard course (par 72) full of challenging sandtraps and water hazards.

Pick one of three playing levels — kid, amateur, or professional. One to four players can choose medal play for singles or partners; match play for singles or partners; or best ball for partners. There is also a practic putting green and driving range. A game can be from 18-72 holes, and the Course Editor allows you to select the holes in any playing order you want.

You choose your club and distance, along with a hook, slice, or putt shot. Worried about what lies ahead? You can get an overhead view of any hole at any time.

World Class Tournament Disk #1 is in the works, with four extra courses to conquer.

Screens Shown

1 The difficult Gauntlet Country Club was designed especially for World Class Leaderboard.

2 Pick your club carefully to hit the green, not the bunkers or the water.

Product Information

IBM, Tandy, and all compatibles; 256K memory; EGA, Tandy, VGA, MCGA, CGA, or Hercules graphics; joystick and printer optional. Access Software, Inc., $44.95.

Hints & Tips

- If you get caught in a bunker, grab an iron or pitching wedge and hit ball within two bars of center on the indicator. It will fly straight out.
- Hooking and slicing can sometimes work to your advantage. Find out the times when you need to use them, such as in very windy weather.
- Double check that the club you want to use is the one the computer has displayed. Sometimes when choosing direction, the club will change.

1

2

World Games

Just like *Summer Games*, *Winter Games*, and *California Games*, *World Games* gives you a chance to compete in a variety of sports against the top players in the world.

In *World Games* you'll be traveling around the world playing international games, the specialties of eight different countries. You'll even have a guide to give you the background of each sport and a brief history of the country.

These aren't exactly your everyday events. Travel to Mexico, where you can dive off the 118-foot cliffs in Acapulco. In Japan, you can battle a 400-pound sumo wrestler. See if you can clean and jerk hundreds of pounds while weightlifting in the Soviet Union.

After you've rested, go to Germany, where skaters jump over barrels at 40 mph, then to the slalom in Chamonix, France, and to toss the 10-foot-long caber in Scotland's Highland Games. Lumberjacks practice balance and reflexes while log rolling, and bareback riders risk their lives bull riding in the wild West.

One to eight players can compete in all events, some events, or just one. There's also an option to practice each sport before entering the games. Represent one of 18 countries and see if you can bring home a gold, silver, or bronze medal.

Screens Shown

1 Watch your balance when competing in the Canadian Log-Rolling contests.

2 You'll have to travel to Germany to try to triumph in barrel jumping.

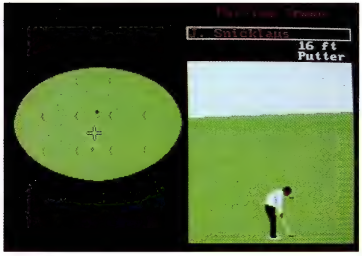
Product Information

IBM, Tandy, and all compatibles; CGA or EGA required; joystick recommended. Epyx, $19.95.

Hints & Tips

- Build speed before jumping the barrels or tossing the caber, and use moderate turns to maintain speed on the slalom.
- Timing is key in sumo wrestling and cliff diving. And when you're log rolling, change the direction of the log often to make the other guy fall.
- While quick response is necessary for bull riding, take your time in weightlifting. Go too fast and you can't rebuild your strength.

1



2

World Tour Golf

You can play any of a dozen of the finest golf courses anywhere with *World Tour Golf*, modify any of them, or construct your own championship course. The great links of Augusta, Champions, Cypress Point, Hirona, Kiahuna, Montreal, National, Pebble Beach, Princeville, St. Andrews, St. Georges, and Seminole are just a computer screen away.

On every course, you'll have a bird's eye view of the hole, a golfer's view of your current shot, and player and course information updated with each stroke, including wind direction, green dampness, yards to the pin, the lie of your ball, the current score, and a range finder to give you club distance. Master the power meter and try for a hole in one.

Three friends can be your opponents, or you can compete with three computer players. Characteristics can be entered for all four of you, including handicap, strength, accuracy, or the tendency to hook or slice. But your skill on the course ultimately depends on you. Shank the ball, and you have no one to blame but yourself. But from albatross to double bogie, *World Tour Golf* will provide hours of fun.

Screens Shown

1 Before you drive, study the bird's-eye-view of the entire hole.

2 Adjust your putt to the lie of the green.

Product Information

IBM, Tandy, and compatibles; 256K for four color, 384K for Tandy 16 color; EGA, CGA, or Hercules graphics; joystick optional. Electronic Arts, $49.95.

Hints & Tips

- Knowing the wind speed and direction is vital to a shot. For winds of more than two or three miles per hour, aim into the wind.
- Overswinging may hit the ball more than a certain club's maximum range. But you could end up with an eratic swing that could land out-of-bounds.
- A green's speed affects your putting. On a wet green, your putt will go two-thirds as far as normal. A dry green might get you a third farther.

1

2

Zak McKracken And The Alien Mindbenders

Journalist Zak McKracken, valued employee of the tabloid the *National Inquisitor*, is hot on the trail of a story involving a ferocious two-headed squirrel. But he ends up uncovering a sinister alien plot to turn the entire population of Earth into idiots.

With the stupidity epidemic already taking hold, Zak has to track down two Yale coeds and a spirited medium to help him discover the extraterrestrials, who have infiltrated the phone company. They must collect clues, items, and ancient artifacts from San Francisco, Miami, Seattle, Stonehenge, Katmandu, Mexico, Peru, Atlantis, Egypt, Africa, Mars, and, of course, the Bermuda Triangle. It's a race against dumbness to unplug the stupidity machine.

Just as in its popular predecessor, *Maniac Mansion*, playing *Zak McKracken* means controlling different characters, each with different talents. It means collecting everything you see and then finding use for a yellow crayon, a piece of torn wallpaper, or a wet suit with invisible gloves. And it means jokes, sight gags, and dozens and dozens of puzzles to figure out over dozens and dozens of hours of play time.

Screens Shown

1 Perhaps playing your kazoo will wake up the bus driver.

2 It looks like the aliens running the phone company have found you out.

Product Information

IBM, Tandy, and compatibles; 256K memory; CGA, EGA, VGA, MCGA, or Hercules graphics; joystick and mouse optional. Lucasfilm, $44.95.

Hints & Tips

- Two keys to success are picking up absolutely everything you see (they *will* come in handy) and reading the *National Inquisitor* very thoroughly.
- Having trouble waking the bus driver? He's a very hard sleeper, but maybe a tune would wake him. You can't play the guitar, so try a kazoo.
- The stewardess on the flight to Seattle just won't let you search the overhead bins. Create a disturbance in the kitchen area to keep her busy.

DIRECTORY

ACCESS
2561 S. 1560 St.
Woods Cross, UT 84087

ACCOLADE
550 S. Winchester Blvd.
San Jose, CA 95128

ACTIONSOFT
201 W. Springfield
Champaign, IL 61820

ACTIVISION
(a division of Mediagenic)
3885 Bohannon Drive
Menlo Park, CA 94025

ARCADIA
(distributed by Electronic Arts)
1820 Gateway Drive
San Mateo, CA 94404

ARTWORX
1844 Penfield Road
E. Rochester, NY 14526

AVALON HILL
4517 Harford Road
Baltimore, MD 21214

AVANTAGE
(distributed by Accolade)
550 South Winchester Blvd.
San Jose, CA 95128

BEESHU, INC.
101 Wilton Avenue
Middlesex, NJ 08846

BRODERBUND
17 Paul Drive
San Rafael, CA 94903

CAPCOM
1283-C Mountain View/Alviso Road
Sunnyvale, CA 94089

CH Products
1225 Stone Drive
San Marcos, CA 92069

CINEMAWARE
4165 Thousand Oaks Blvd.
Westlake Village CA 91362

COSMI
415 N. Figueroa Street
Wilmington, CA 90744

DATA EAST
470 Needles Drive
San Jose, CA 95112

DATASOFT
19808 Nordhoff Place
Chatsworth, CA 91311

DOLPHIN MARINE SOFTWARE
P.O. Box 188
Downington, PA 19335

DYNAMIX
(distributed by Electronic Arts)
1820 Gateway Drive
San Mateo, CA 94404

ELECTRONIC ARTS
1820 Gateway Drive
San Mateo, CA 94404

ENLIGHTENMENT
1240 Sanchez Street
San Francisco, CA 94114

EPYX
600 Galveston Dr.
Redwood City, CA 94063

FINAL FRONTIER STATION
18307 Burbank Blvd.
Tarzana, CA 91356

GAMESTAR
(distributed by Activision)
3885 Bohannon Drive
Menlo Park, CA 94025

INFOCOM
(distributed by Activision)
125 CambridgePark Drive
Cambridge, MA 02140

INTERSTEL
(distributed by Electronic Arts)
P.O. Box 57825
Webster, TX 77598

KOEI
20,000 Mariner Avenue
Suite 100
Torrance, CA 90503

KONAMI
815 Mittel Drive
Wood Dale, IL 60191

KRAFT SYSTEMS, INC.
450 West California Avenue
Vista, CA 92083

LUCASFILM LTD.
(distributed by Activision)
P.O. Box 2009
San Rafael, CA 94912

MELBOURNE HOUSE
(distributed by Mastertronic International)
711 W. 17th Street
Unit 9G
Costa Mesa, CA 92627

MICROPROSE
180 Lakefront Drive
Hunt Valley, MD 21030

MICROSOFT
16011 NE 36th Way
Redmond, WA 98073-9717

MINDSCAPE
3444 Dundee Road
Northbrook, IL 60062

NEW WORLD COMPUTING
14922 Calvert St.
Van Nuys, CA 91411

OMNITREND SOFTWARE
P.O. Box 733
West Simsbury, CT 06092

ORIGIN SYSTEMS
(distributed by Broderbund)
136 Harvey Road
Building B
Londonderry, NH 03053

PARAGON SOFTWARE
(distributed by Electronic Arts)
600 Rugh Street
Greensburg, PA 15601

PUBLISHING INTERNATIONAL
333 W. El Camino Real
Sunnyvale, CA 94087

RAINBIRD
(distributed by Activision)
3885 Bohannon Drive
Menlo Park, CA 94025

SHAREDATA
7400 W. Detroit Street
Suite 170
Chandler, AZ 85226

SIERRA-ON-LINE
(distributed by Activision)
P.O. Box 495
Coarsegold, CA 93614

SIMON AND SCHUSTER SOFTWARE
One Gulf & Western Plaza
New York, NY 10023

SIR-TECH SOFTWARE
P.O. Box 245
Charlestown Ogdensburg Mall
Ogdensburg, NY 13669

SOFTWARE TOOLWORKS
(distributed by Electronic Arts)
One Toolworks Plaza
13557 Ventura Boulevard
Sherman Oaks, CA 91423

SPECTRUM HOLOBYTE
2061 Challenger Drive
Alameda, CA 94501

SPINNAKER SOFTWARE
One Kendall Square
Cambridge, MA 02139

STRATEGIC SIMULATIONS
1046 N. Rengstorff Ave.
Mountain View, CA 94043

SUBLOGIC
713 Edgebrook Drive
Champaign, IL 61820

SUNCOM, INC.
290 Palatine Road
Wheeling, IL 60090

THREE SIXTY SOFTWARE
2105 S. Bascom Ave.
Suite 290
Campbell, CA 95008

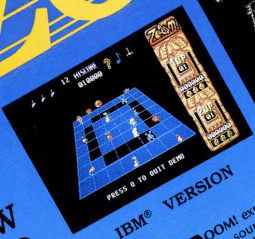
WICO
6400 Gross Point Road
Niles, IL 60648-4567

Products named in these pages are trade-names, or trademarks, of their respective companies. IBM, Tandy, and MS-DOS are registered trademarks, respectively, of International Business Machines Corporation, Tandy Corporation, and Microsoft Corporation. Other than as a provider of quality editorial material to this market, Signal Research, Inc., an independent publishing company, is not affiliated with any of the companies or products covered in *The Game Player's Guide to MS-DOS Computer Games.*

The Wildest Multi-Event Game Ever!
SKATE OR DIE™
Mad Max on Wheels.
Two skaters square off. Play up to 8 skaters in bouts to the death. The joust is only one of 5 rad skate events.
C64
Skate & Destroy.
Karate chop your way down the baddest alley in the neighborhood. One of two downhill events.
C64
Smokin' the Half-Pipe.
Roar down the ramp. Go for rock 'n rolls, hand plants, railslides, even methods!
Apple IIGS
Now On IBM & Apple IIGS!
Rodney's Skate Shop.
He's rude and raunchy, but he's got the only store in town. Sign in, get a board, or just shoot the bull.
IBM
Lester.
Ugly but bionic. He rules the Jam and Joust.
FREE "Skate or Die" Lester sticker in every package.
Software by
David Bunch, Michael Kosaka, Stephen Landrum
How to Order:
See your retailer
or call 800-245-4525
(Call 800-562-1112). Or
send U.S. check or money
order to EA Direct Sales, P.O.
Box 7530, San Mateo, CA 94403.
Add $3 shipping and handling. Allow
1-2 weeks for delivery. Commodore 64
version suggested retail $29.95; IBM
$34.95; Apple IIGS $39.95. Com-
modore 64 is a registered trade-
mark of Commodore Electronics
Limited. IBM is a registered
trademark of International
Business Machines Inc.
Apple IIGS is a regis-
tered trademark of
Apple Computer
Inc. Software
© 1987
Electronic
Arts.
ELECTRONIC ARTS®

OUT OF THIS WORLD ARCADE ACTION!!!

ZOOM!™



IBM® VERSION

C64® VERSION

AMIGA™ VERSION

ZOOM! explodes on your screen with incredible graphics and sound, transforming your computer into a 50-level outer-spaceland where only the quickest and most agile succeed. Outline squares and rack up points. Chase down the magic powers that give you bursts of energy and other added strengths. WOW is this fast!

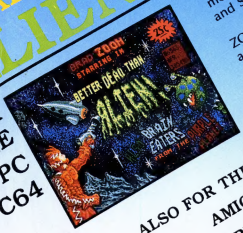
ZOOM! tests your skill and ability to make those lightning quick right moves (and left moves, and forward and reverse moves, too). But don't lose your nerve - the dreaded Angleheads, Wormletts, and Spheroids are hot on your trail! And watch out for Black Holes!

ZOOM! is endless hours of incredibly fast-paced, arcade action entertainment. When it comes right down to it . . .

Everyone plays games, but game players choose to ZOOM!

NOW ALSO AVAILABLE

BETTER DEAD THAN ALIEN!



FOR THE IBM PC AND C64

ALSO FOR THE AMIGA, & ATARI ST!

Available at leading software retailers. Or, call 1-800-342-6442 for VISA and MasterCard Orders. For check or money orders, send $29.95 plus $2 shipping and handling to DISCOVERY SOFTWARE INTERNATIONAL, INC., 763 Conduit Street, Annapolis, MD 21401. Allow 4-6 weeks for delivery. ZOOM! is a trademark of Discovery Software International Inc. Amiga, Commodore 64/128 and IBM are trademarks and registered trademarks of Commodore Amiga, Inc., Commodore Business Machines, Ltd., and International Business Machines respectively.

DISCOVERY SOFTWARE

CAN A COMPUTER GAME MAKE A PERSON CRY?

King's Quest® IV did on June 4, 1988!

When King's Quest IV debuted in front of a live audience, the face of computer entertainment was changed forever. The scene began with a soul-stirring orchestration, lifted to a triumphant chorus, and then elevated to the heralded announcement of trumpets as the hero, King Graham, entered the scene. The eyes of everyone in the room were mesmerized to the screen as the lifelike King appeared on screen, breathtakingly detailed from the tranquil look in his eyes to the growing creases upon his forehead. Suddenly, the revered silence was filled by gasps of shock around the room as King Graham suddenly slumped to the floor.

Moments later, when the lights came up, one could see the mist that yet lingered in the spectators' eyes. Even more startling, tears were found streaming down the face of a woman in the third row.

What could have happened to make a crowd of computer enthusiasts behave so unusually at the screening of a computer game? What could have happened to merit such a display of emotion?

"WONDROUSLY MAGICAL... ABSOLUTELY GORGEOUS, BOTH VISUALLY AND MUSICALLY."
- Computer Entertainer

POWERFULLY EMOTIONAL

Be prepared to find out for yourself why King's Quest IV is the first computer game

to make people cry. And laugh. And sigh. And shout for victory.

King's Quest IV. Better graphics than ever. The best animation around. A soundtrack straight out of the movies. And the only game to test your emotional fortitude.

Sierra's new 3-D Animated Adventures.

WE HATE TO SEE A GROWN-UP CRY (BUT SOMETIMES IT HAPPENS WHEN YOU DO GAMES RIGHT).

IBM & compatibles, Apple IIGS, Atari ST

SIERRA®

(209) 683-6858

King's Quest is a registered trademark of Sierra On-Line, Inc. © 1988 Sierra On-Line, Inc.

Sierra On-Line, Inc. • P.O. Box 485 • Coarsegold, CA 93614

scanned by marktrade
edited by kitsunebi